VRD640G

AM/FM Stereo
In-Dash DVD Player
with Built-in 3" LCD monitor

| RDS | SD | USB | DVD | iPOD | A/V Input |

| DivX | MP3 | WMA | DVD | VCD | CD | CD-R | CD-RW | ID3 | RDS |

VR³
Virtual Reality Sound Labs®
SERIOUS SOUND

Elite
Professional Series

Multi Media For Your Car.

**Not Included

180 Watts*

Plays Video and Audio from your
i-Pod, SD Card, USB Flash Memory
and DVD

Audio/ Video
Cable Included!

Video output for
rear seat monitors

Welcome!

Dear Customer,

CONGRATULATIONS. The VRVD640G DVD/CD Player and AM/FM Stereo Receiver with RDS, SD Card, USB Port and AUX In, when used as described, will give you years of dependable service in your car, truck, RV, or mini-van. We have taken numerous measures in quality control to ensure that your product arrives in top condition and will perform to your satisfaction. In the rare event that your VRVD640G DVD/CD Player and AM/FM Stereo Receiver with RDS, SD Card, USB Port and AUX In contains a damaged or missing item, does not perform as specified, requires warranty service, or you have an installation problem, DO NOT RETURN THIS PRODUCT TO THE STORE. PLEASE CALL OUR TOLL FREE NUMBER FROM THE U.S.A. AND CANADA 1-800-445-1797 and ask to speak with a member of our technical service team; or submit your questions by e-mail to customerservice@vr-3.com and a member of our technical service team will respond by e-mail to your questions. Our in-house technical service team will expedite delivery of your part, advise you on installation, or help troubleshoot a problem with you. If your product needs warranty service, our technical service team representative will help you obtain the fastest remedy possible under the warranty.

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Warnings

• For safety reasons, certain video functions are disabled unless the parking brake is on. The Unit is designed with circuitry to detect the parked status of the vehicle, and must be connected to the power supply side of the parking brake switch. Improper connection or use of this connection may violate applicable law and may result in serious injury or damage.

• To avoid any risk of damage to the vehicle or injury its occupants and the potential violation of applicable laws, this unit is not for use with a video screen that is visible to the driver.

• Disconnect negative battery terminal before starting installation. Failure to disconnect the negative battery cable may cause damage to the unit or the vehicle's electrical system. Consult the vehicle's owner's manual for proper instruction.

• Before final installation of the unit, temporarily connect the wiring, to make sure the unit works properly.

• Use only the parts included with this unit to ensure proper installation. The use of unauthorized parts may cause damage to the vehicle or unit.

• If installation requires the drilling of holes or other modifications to the vehicle, consult with your vehicle's nearest dealership.

• Install the unit in a location where it shall not obstruct driver's ability to safely operate the vehicle, and cannot injure any passengers if there is a sudden stop, like an emergency stop.

• The laser will be damaged if it overheats, do not install the unit where it will be exposed to excessive heat -- for instance, near a heater outlet.

• For optimum performance, do not install more than 30 degrees from horizontal.

PRECAUTIONS

Driving a vehicle while viewing a video on this head unit may violate motor vehicle laws, and may result in serious injury, property damage, or death!

Please read these important precautions BEFORE attempting to install this unit.

• Disconnect the vehicle's negative battery terminal before starting installation. Consult the vehicle's owner's manual for proper instruction.

• The unit is designed for a 12 Volt DC negative ground operation system only. Before installing the unit, make sure your vehicle is a 12Volt DC negative ground system.

• Mark the polarity of the existing speaker wires before disconnecting the old head unit.

• Be sure to connect the color coded leads according to the wiring diagram. Incorrect connections may damage the unit or cause the unit to malfunction or cause damage the vehicle's electrical system.

• Make sure all the connections are completely correct before turning on your unit.

• When extending the ignition, memory backup or the ground cable, use 0.75mm diameter (AWG18) or heavier automotive grade cable to avoid wire deterioration or damage to the wire coating.

• To prevent short circuit, never put or leave any metallic object inside the unit. If you smell or see smoke, turn off the power immediately and consult your dealer.

• Insert the unit until it is firmly locked into mounting sleeve, otherwise it may fall out.

• Be careful not to drop or shock the unit, it may break or crack because it contains glass parts.

• The unit is only designed for use with 4 speakers. Do not combine speaker output wires for use with 2 speakers. Do not ground negative speaker leads to the chassis ground.

• Do not open the top or bottom cover. Modifying the unit will void the warranty and may damage the unit or cause the unit to malfunction or cause damage the vehicle's electrical system.

• Parking in direct sunlight for several hours will cause higher temperatures inside the vehicle. Do not operate in extremely high or low temperatures. The temperature inside the vehicle should be between 32° F (0° C) and 100° F (37° C) before turning on your unit. Cool down the vehicle before operating the unit

• The faceplate is a precision piece of equipment that contains sensitive electronic components. Do not subject it to excessive shock.

• When replacing the fuse(s), the replacement must be of the same amperage as shown on the fuse holder.

• Do not block this unit's vents or heater panels. Blocking them will cause excessive heat to build up inside the unit and may result in fire.

• After completing the installation and before operating the unit, reconnect the battery according to the manufacturer's instructions. Then press the reset (RES) button with a pointed object, such as a ball-point pen to set the unit to its initial status.

• Do not touch the terminals of the faceplate or of the unit.

• If you have difficulty installing this unit in your vehicle contact customerservice@vr-3.com or Call 1-800-445-1797

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Disc & Memory Types

• This unit will only play the following discs or memory types.

Disc Type	Icon	Content	Size	Playtime
DVD		Audio/Video	12cm	About 2 - 4.5 Hours
VCD		Audio/Video	12cm	About 74 minutes
CD		Audio	12cm	About 74 minutes
MP3		Audio	12cm	About 600 minutes
MPEG4 DIVX		Audio/Video	12cm	

Memory Type	Icon	Content	Size	Playtime
USB Flash Memory		Audio/Video	Up to 2 Gb	Depends on size of files
SD Card		Audio/Video	Up to 2 Gb	Depends on size of files
MMC		Audio/Video	Up to 2 Gb	Depends on size of files

Care of Discs

• Handle the disc by its edge to keep the disc clean. Do not touch the disc's surface.

• Do not use CDs with labels or stickers attached. The label may leave a sticky residue when it begins to peel.

• Do not use a CD with paste or ink residue on it.

• Clean the discs with an optional cleaning cloth. Wipe each disc from the center out.

• Do not attempt to modify the unit.
• Modifying the unit will void the warranty.
• Stop the vehicle before carrying out any operation that could interfere with your driving.
• Do not operate in extremely high or low temperatures. The temperature inside the vehicle should be between 32° F (0° C) and 100° F (37° C) before turning on your unit.

Installation

Automotive audio equipment installations can be challenging at times, even to the most experienced of installation technicians. If you are not confident working with electrical wiring, removing and reinstalling interior panels, carpeting, dashboards or other components of your vehicle, please e-mail us at customerservice@vr3.com or call our Toll-Free help line 1-800-445-1797 and our in-house technical service team will answer your installation questions. Or consider having the VRVD640G professionally installed. Contact the vehicle's manufacturer for vehicle specific instructions,

1. Remove the Old Unit from the Dashboard

A. Remove the outer trim frame.
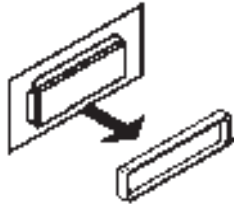
DIN Front Mount

B. Insert the keys supplied with the old unit into both sides of the unit as shown in figure below until they click. Pull to remove the old unit from the dashboard.
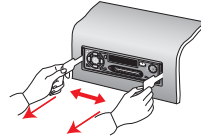
DO NOT DISCONNECT WIRES AT THIS TIME!

2. Mark Polarity of the Speaker Wires

Marking the polarity of the speaker wires will make it easier to connect the existing speakers to the VRVD640G. Consult the wiring diagram of the existing head unit before disconnecting any wires. If a wiring diagram is not available contact the head unit's manufacturer.

1. While the old unit is playing, disconnect the wires from one speaker.

2. Take a length of masking tape and fold it around the wire so it forms a flag.

3. On the masking tape mark the polarity of the speaker wires (+ & -), as well as left or right, and front or rear.

4. Double check that you marked the first speaker correctly by checking that the speaker wires are the same at the head unit.

5. Repeat this procedure for all of the speakers.

6. Mark the power, ground, and any other wires also.

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www.vr-3.com

**For Information and Technical Assistance,
Call Toll-Free in U.S.A. and Canada.**
1-800-445-1797

Installation

IMPORTANT!
BEFORE THE FINAL INSTALLATION OF THE HEAD UNIT, CONNECT THE WIRING
TEMPORARILY, MAKING SURE THE UNIT AND THE SYSTEM WORK PROPERLY.
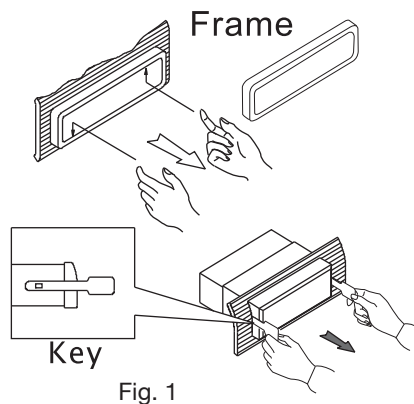
Frame

Insert fingers into the groove in the front of frame to remove it.
Insert the keys supplied with the old unit into the grooves on both sides of the old unit. The unit can be installed or removed from the dashboard using these keys. (Fig. 1)

Key

Fig. 1

IMPORTANT

Remove the transport CD Stopper (2 screws) before use.

Remove the half sleeve
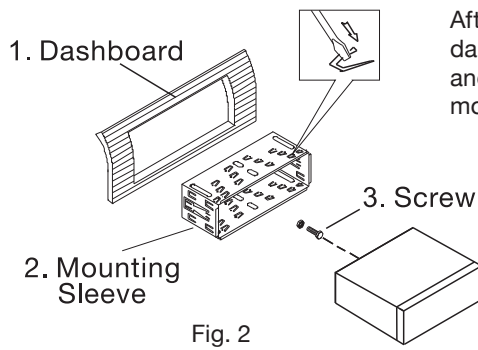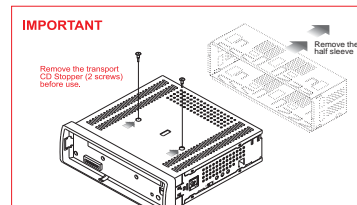
1. Dashboard

After inserting the Mounting Sleeve into the dashboard, select tabs on top, bottom, and sides, then bend them to secure the mounting sleeve in the dash board.(Fig. 2)

3. Screw

2. Mounting Sleeve

Fig. 2

Follow the diagram in Fig. 3 for installing the rear mounting strap to the head unit. The rear mounting strap will help keep the head unit from moving around inside the dashboard.

1
6
7
4
2
3
5

1. Dashboard
2. Nut (5mm)
3. Spring washer
4. Screw (5 x 25mm)
5. Screw
6. Strap
7. Plain washer

Fig. 3

8
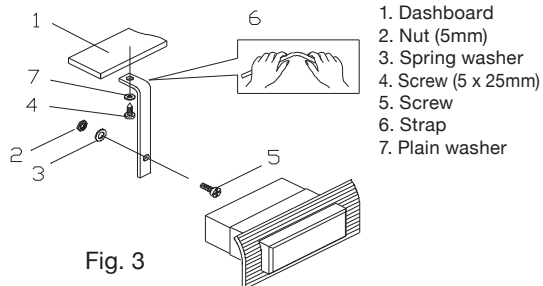
DIN REAR-MOUNT (Method B)

Installation using the screw holes on both sides of the unit.
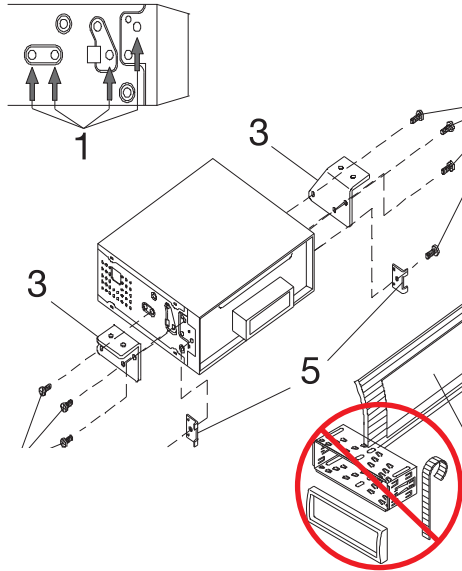
1. Screw holes on the side of the unit.

2. Screws. Use either truss screws (5 x 8mm) or flush surface screws (4 x 8mm), depending on the shape of the screw holes in the bracket.

3. Vehicle's Factory Mounting Bracket

4. Dashboard or Console

5. Hook (Remove this part)

NOTE: The mounting sleeve, outer trim ring, and the mounting strap are not used for this method of installation.

PARTS

Check All Included Parts
Open the VRVD640G box and remove all parts, then check all parts and compare them to the parts list in the user manual. For replacement parts contact VR3 Customer Service at customerservice@vr-3.com or call 1-800-445-1797.

2 Keys
1 Mounting Sleeve*
1 Sheet Metal Screw
1 Metal Support Strap
1 Mounting Bolt
1 Faceplate Case
1 1/8" Audio/Video Cable
1 AV Input Adaptor & Bracket*
1 Remote Control*

*=Not Shown

Wiring Connections

VRVD640G

DVD Out

Subwoofer Out

GPS Antenna

3.5mm Female A/V IN

Right | Rear
Left

Right | Front
Left

RCA Line Out

Radio Antenna

DRIVER SAFETY WIRE

IGNITION   RED (+)   1 AMP FUSE   BROWN (-) PARKING BRAKE

MEMORY   YELLOW (+)   15 AMP FUSE
Connect YELLOW to battery or live 12 V(+)

FILTER

1 AMP FUSE   BLUE (+) POWER ANTENNA OR AMPLIFIER

Negative Ground -
12 Volt Negative -

Front Left   WHITE +

GRAY +   Front Right

WHITE/BLACK -   GRAY/BLACK -

Rear Left   GREEN +   VIOLET +   Rear Right

GREEN/BLACK -   VIOLET/BLACK -

DRIVER SAFETY WIRE, MUST be connected to the car's parking break switch-wire. Virtual Reality Video Labs and/or its affiliates waves any and all liability when this wire is NOT connected as directed. Driver can only watch a movie when the parking brake is ON.

• Before starting the installation, disconnect the negative battery cable from the battery's negative terminal.
• Before final installation of the unit, connect the wiring temporarily, making sure the unit and the system operates properly.

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1-800-445-1797

Location Of The Controls
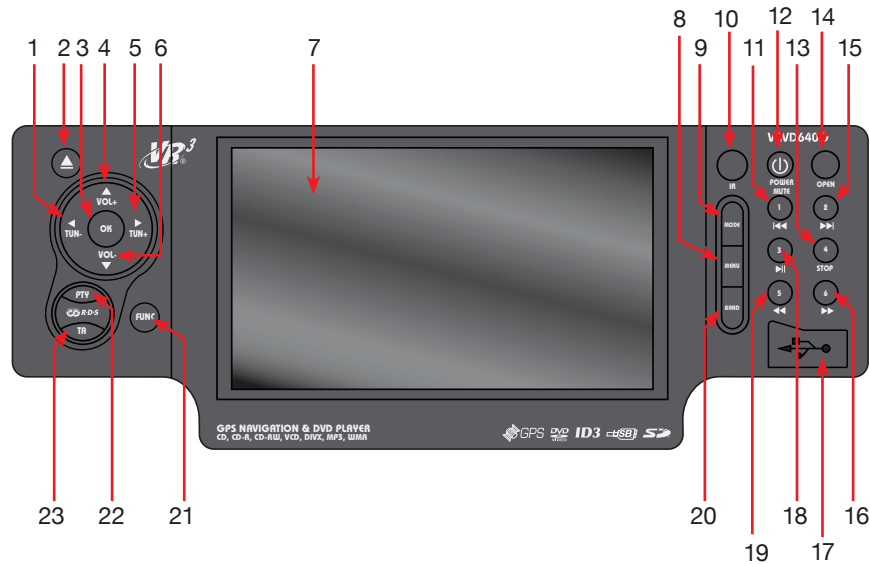
1. Left Arrow/Channel Down
2. Eject
3. OK
4. Up Arrow/Volume Up
5. Right Arrow/Channel Up
6. Down Arrow/Volume Down
7. TFT LCD Screen
8. Menu
9. Mode
10. Infra Red Window
11. #1 Button/Step Backward
12. Power/Mute
13. #4 Button/Stop
14. Open
15. #2 Button/Step Forward
16. #6 Button/Fast Forward
17. USB Cover & Slot
18. #3 Button/Play/Pause
19. #5 Button/ Fast Reverse
20. Band
21. FUNC Button
22. PTY Button
23. TA

Audio/Video Auxiliary Input

The VRVD640G is equipped with an Audio/ Video Auxiliary Input cable and mounting bracket.
In order to use the Audio/Video Auxiliary Input you MUST use the mounting bracket. Insert Audio/Video Auxiliary Input cable from the rear of the VRVD640G into the mounting bracket, then twist to lock.

The Adaptor has two 3.5 mm jacks (one Yellow for Video and one Black for Stereo Audio).
The Yellow jack on the Adpator accepts

a 3.5 mm mono Video plug from devices like portable DVD players and Video game controllers.
The Black jack on the Adaptor accepts a Stereo Audio 3.5 mm plug from any Stereo Audio device (CD player, MP3 player, DVD, etc).

Remote Control
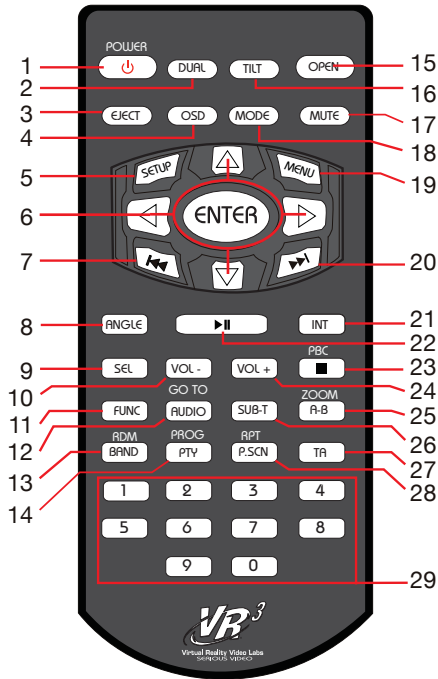
1. POWER
2. DUAL
3. EJECT
4. OSD
5. SETUP
6. UP/DOWN/LEFT/RIGHT/ENTER
7. PREVIOUS TRACK/FAST RE-VERSE
8. ANGLE
9. SEL
10. VOLUME DOWN
11. FUNC
12. AUDIO/GO TO
13. BAND/RDM
14. PTY/PROG
15. OPEN
16. TILT
17. MUTE
18. MODE
19. MENU
20. NEXT TRACK/FAST FORWARD
21. INT
22. PLAY/PAUSE
23. STOP/PBC
24. VOLUME UP
25. A-B/ZOOM
26. SUB-T
27. TA
28. P.SCN/RPT
29. 0-9 BUTTONS

Changing the Battery
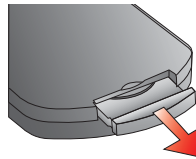
Turn the remote over, then slide the battery holder out of the remote.
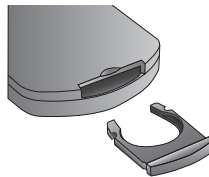
Insert battery into battery holder with positive side of the battery facing up.
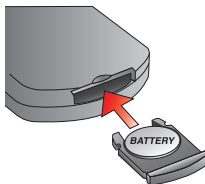
Insert battery holder into the re-mote control until

Recycle
Dispose of All Batteries Properly

Use and Care of the Remote
Point the remote control at the front panel of the unit to operate.

Precautions:
• Using batteries improperly can cause them to explode.
• Keep the battery out of the reach of children.
• Should the battery be swallowed, immediately consult a doctor.
• Use one CR2025(3V) lithium battery.
• Remove the battery if the remote control is not to be used for a month or longer.
• Do not short-circuit or disassemble
• Dispose of spent batteries properly.
• Do not drop the remote control, it may become jammed under the brake or accelerator pedals.

Remote Control

1. POWER
Press to turn the unit ON or OFF.

2. DUAL (DVD Output)
During DVD Mode this button toggles the Display settings under Settings II.

3. EJECT
During DVD Mode Press the EJECT button to eject the disc in the unit.

4. OSD
In radio mode only, press the OSD button to toggle between Radio frequency and Time display.

5. SETUP
In playback mode, press to access the setup menus for Language, Display, Audio, and Parental.

6. TRIANGLE BUTTONS [▲/▼/◄/►]
Use the Triangle buttons to navigate File lists and the setup menus.

7. SKIP BACKWARDS/FAST REV.
Press the ⏮ button to go to the previous track, photo, or video. Press and hold this button to play a video in reverse at 2x current speed.

8. ANGLE
Press to change the viewing angle in DVD mode. Only if DVD Supports.

9. SEL
Press to confirm your choice on the menus.

10. VOLUME DOWN
Press to decrease the volume.

11. FUNC
Press to access the navigation system, press again to return to previous mode.

12. AUDIO/GO TO
In DVD mode, press to display current audio configuration.

13. BAND/RDM
In Radio mode, Change radio band in sequence of FM1 > FM2 > FM3 > AM1 > AM2.

14. PTY/PROG
In radio mode PTY will allow a search of radio program types. In VCD/CD mode, press the AMS button to program the order you wish the chapters to be played.

15. OPEN
Press to open the faceplate.

16. TILT
Press to adjust the angle of the faceplate for better viewing.

17. MUTE

Press to shut off the sound output. Press it again to resume previous sound level.

18. MODE
Press the MODE button to change the operating mode of the unit.

19. MENU
Press to access the Main menu anytime.

20. SKIP FORWARD/FAST FORWARD
Press the ⏭ button to go to the next track, photo, or video. Press and hold this button to play a video in at 2x current speed.

21. INT
Press to play the first 10 seconds of tracks on a disc, SD card, or USB memory.

22. PLAY/PAUSE
Press to play or resume the current playback.

23. STOP/PBC
Press to stop the playback. Press to display menus on VCD discs.
PBC ON songs play in order.
PBC OFF songs can be played in any order you wish.

24. VOLUME UP
Press to increase the volume.

25. A-B/ZOOM
In disc mode, A-B mode enables you to repeat a section of the disc. Press once, it sets the "A" position (beginning of the loop); pressed a 2nd time, it sets the "B" position (end of the loop). Pressed again, it exits the loop.
Zoom-Press to increase or decrease the picture in size.

26. SUB-T
In DVD playback mode, press to change the subtitle language.

27. TA
In radio mode allows reception of Traffic Announcements.

28. P.SCN/RPT
In Radio mode press to scan and save strongest staions to pre-set buttons.
In DVD mode, press to repeat tracks.

29. 0-9 BUTTONS/ENTER
Use number buttons to choose track numbers. Enter Confirms choices on menu.

Basic Operations

Driving a vehicle while viewing a video on this head unit may violate motor vehicle laws, and may result in serious injury, property damage, or death!
To play a video the vehcle must be stopped and the parking brake must be engaged.

Install the face Plate
1) Fit the face plate with its left hole on the left pin provided on the main unit.
2) Fit the other hole on the other pin applying slight pressure
3) Move the face plate up and down a few times to make sure it is secure. Then close the face plate and press down the right side of the face plate until it clicks into plate.
Caution
• This face plate is not waterproof. Do not expose it to water or excessive moisture,
• Do not remove the face plate while driving your car.
• Do not place the face plate on the dashboard or nearby areas where the temperature rises high.
• Do not touch the contacts on the face plate and the main unit, since this may result poor electrical contact.
• If dirt or other foreign substances get on the contacts, wipe them off with a clean and dry cloth.
• To avoid damaging the face plate, do not push it down or place objects on it while it is open.

Starting The Unit For the First Time
Immediately after installing or connecting power to the unit, it should be initialized. Lower the detachable front panel. Behind the front panel, is a small hole with the reset switch in it. With a ball-point pen or other pointed object, press the RESET switch to initialize the unit.

Power/Mute Button
Press any button to turn the unit ON. The Radio is the default function at start-up. Press and Hold the Power button to turn the unit OFF.
Press to mute the radio, CD/DVD, USB and SD card operations.

OPEN/CLOSE Button
When power is OFF, press the Open button, the unit turns ON and the panel opens for access to the Disc slot.
If the panel's movement is hindered by any obstacle, it will return to original its closed position automatically.

Mode Button
Pressing the Mode button will cycle through the different functions. The DVD, USB, and SD will not be accessed if there is no media installed.

TUNER--DVD--USB--SD--AV--MAIN MENU

Menu Button
Press Menu button to enter main menu.

Band Button
There are four Pre-set Bands - three FM (FM1, FM2, and FM3) and two AM Bands(AM1, AM2). Each time the button is pressed, the radio band changes in the following order:

FM1----FM2----FM3----AM1----AM2

Each of the four bands can store up to six preset stations, for a total of 30 (18-FM,12-AM) pre-set memory stations.

EJECT Button
Eject the disc. If the disc is not removed after 10 seconds after it's ejected, the disc is automatically re-loaded and will start to play.

Tune -/Left Arrow
Use this button to tune the receiver to a lower frequency.

Basic Operations

Tune+/Right Arrow
Use this button to tune the receiver to a higher frequency.

Volume +/Up Arrow
Use this button to increase the volume.

Volume -/Down Arrow
Use this button to decrease the volume, or navigate the file menus.
NOTE: VOL on the front panel works in radio or DVD mode. It does not work in DUAL mode. In DUAL mode, go into VOL of DUAL mode to increase or decrease volume.

Func Button
Press the Func button to access the GPS map while listening to the radio, CD/DVD, USB, and SD Card.

OK Button
Press the OK button to confirm a selection.
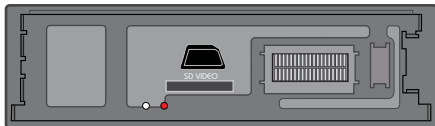
SD Card Slot
Remove face plate from unit, then insert an SD card to access files to listen to, or view the files on the SD card. The SD card supports MP3, WMA, JPG, MPEG and DIVX.

USB Port
Remove cover from USB port on the lower right side of the face plate, then insert a USB memory stick to access files to listen to, or view the files on the USB memory stick. The USB port supports MP3, WMA, JPG, MPEG and DIVX.

PTY
Press the PTY button in the radio mode to enter or disable Program Type.

TA
Enable or disable TA mode, press and hold more than 2 second enable or disable EON TA mode.

Main Menu

Main Menu Screen

Press the Power button in the upper right hand corner of the Radio screen or press the BAND button on the faceplate or remote control to access the Main Menu.

The Main menu screen is where you access all of the VRVD640G's features and functions. To access all features and functions by tapping on touch screen buttons.

The NAVI button starts the Navigation software.

The DVD button will access the DVD player, USB port and SD card slot. If there isn't any media installed a Warning Screen "NO DISC" will be displayed.

The RADIO button will start the radio, or return you to it if it is already on.

The AV-IN button will display the video signal from the AV-IN jack on the rear of the unit.

The UTIL button will access the Calculator and Calendar.

The Settings button will display the settings screen.

Settings Menu Screen

The Settings screen allows the user to access Sound, Display, Date & Time, RDS & Radio, System, and Calibration menus.

The Sound Settings I

From this screen the user can select Equalizer Pre-sets for listening to different music

types. You may also adjust System Volume as well as selecting Stereo or mono output.

The Sound Settings II

From this screen the user can adjust the Bass, Treble, Balance, and Fader settings.

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Menu Screens

The Sound Settings III

The Sound Setting III screen turns the following functions ON & OFF. BEEP, LOUD, and SUB WOOFER.

The Display Settings

DISPLAY I Screen

The Display I screen allows you to adjust the brightness of the screen backlight.

DISPLAY II Screen

The Display II screen allows you to adjust the settings for the use of a 2nd monitor with the VRVD640G.

Date & Time Settings

The Date & Time Settings screen allows you to set the date & time for the unit.

RDS & Radio Settings

The RDS & Radio screens allow you to customize the Radio's RDS funcionality.

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Menu Screens

System Information

The system information screen displays the hardware and software information of the VRVD640G.
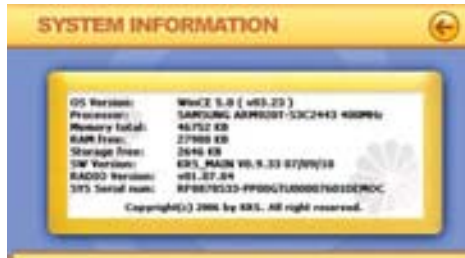
Calibration Screen

The calibration screen is used by the system to ensure the accuracy of the user's touch when using the touch screen.
Follow the on-screen instructions when using this screen.

UTIL Utility Control Screen

The Utility screen is used to access the Calculator and Calendar.

Calculator

The calculator operates just like most other calculators.

CONTROL	FUNCTION
MC	Memory Clear
MR	Memory Restore
MS	Save to Memory
M+	Add # in Memory
<_	Backspace
CE	Clear Display
+/=	Plus and Minus Alternate
.	Dot Display
sqrt	extract the square root
%	Percent
1/x	Fraction
=	Enter
◄	Exit Calculator
C	Clear
+,-,*,/	The four arithmetic operations
0-9	Numeric Display

Calendar

Use the button on the Calendar to check dates, Days of the week, and months.

Radio Mode

Radio Operations

1. Radio Mode
When you first start the VRVD640G, the radio is the default mode of operation. The Radio interface screen will be displayed on the touch screen. You may also access the radio from the touch screen Main Menu, or the Band button on the faceplate or remote control.

Band Frequency Equalizer Setting
Exit Radio
Access GPS
Mute & Un-Mute GPS Voice
Previous Station
Volume Level
Next Station

Memorized Pre-Set Radio Stations
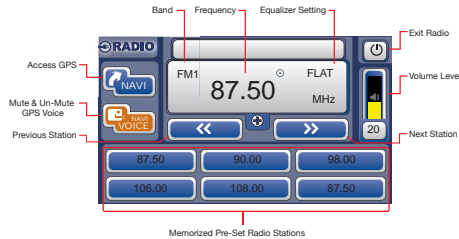
2. Radio Bands
This unit comes with five bands - three FM (FM1, FM2, and FM3) and two AM Bands. Each of the four bands can store up to six preset stations, for a total of 30 (18-FM & 12-AM) pre-set memory stations. Each time the Band button on the face plate or remote control is pressed, the radio changes bands in the following order:

FM1----FM2----FM3----AM1----AM2

3. Tuning
There are 3 types of Tuning modes;
Pre-set, Scan, and Manual.

a) Pre-set Tuning
To use Pre-set tuning you must first save the radio stations to memory;
1. Press the BAND button to select the desired band, FM1, FM2, FM3, or AM1, AM2
2. Tune to the station you want to save as a Pre-Set.
3. Press and hold the Pre-set button at the bottom of the screen for 2 seconds. You will hear a beep to confirm that the Pre-Set has been stored.
If the Pre-set button has a previously stored station it will be overwritten. Up to 6 stations can be saved as a Pre-Set.

b) Seek Tuning
Press the << button once to seek a lower frequency or the >> button to seek a higher frequency. When using Seek tuning the radio will seek for and tune to the next strongest radio signal.

c) Manual Tuning
Press and hold the << or >> button until the word manual appears on the LCD. Then press << to tune to a lower frequency or the >> button to tune to a higher frequency. Leave the unit idle for a few seconds and it will return to scan tuning.

Radio Data System (RDS)
On the Main Menu, press the Settings Button, then on the Settings Screen press the RDS & Radio button to access the RDS Settings Screens.

TA (Traffic Announcement) SEEK mode:
The Radio will automatically seek and tune in stations that transmitting Traffic Announcements.
When a tuned station does not transmit any Traffic Program (TP), the radio will re-tune to a new station that is transmitting TP info. You can select re-tune times of 30 seconds (RETUNE SHORT) or 90 seconds (RETUNE LONG) from the RDS Menu 2 above.

TA (Traffic Announcement) ALARM mode:
In TA ALARM, re-tuning does not occur. The current station keeps playing, but you will be alerted to Traffic Announcements either by a beeping sound or muting of the music (determined by the selected PI setting on the RDS Menu 1 above).

PI Mode
The RDS Menu 1 allows for selection of PI (Program ID) Sound or Mute.
When Sound is selected, a beep will be

heard when a PI message is sent by the station.
When Mute is selected, the sound will decrease in volume when a PI message is sent by the station.

Regional Mode
Regional Mode is used in countries where national broadcasters run "Region Specific" programming.
For use in the USA, "REG" in the RDS Menu 1 should be turned OFF.

RETUNE Mode
On the RDS Menu 2, select RETUNE SHORT or RETUNE LONG.
This selects the initial time of Auto TA or PI search.

MASK Mode
MASK DPI is the default mode. It will mask only Alternate Frequencies (AF) with different PI.
MASK ALL will mask all AF that do not have enough RDS field strength.

EONTA
DX on pulls in weaker stations, and LOCAL only pulls in strong local stations.

GIVE US A CALL, WE'LL HELP YOU INSTALL.

Multimedia Mode

In DVD mode the VRVD640G plays files saved on disc as well as files saved on USB Memory sticks and SD Cards. The compatible file types MP3, WMA, MPEG, JPEG, VCD & DIVX.
See page 5 for more information about the disc and memory types.

Touch Screen
The functions and display characteristics can be adjsuted with the buttons on the faceplate, the remote control and the touchscreen. Below are two photos of the touch screen buttons and their functions.
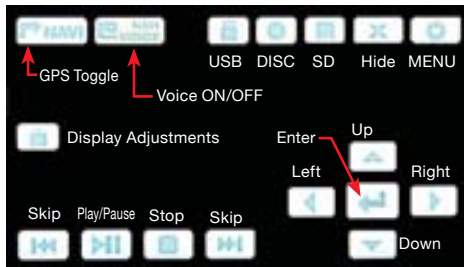
The buttons on the top left are for the navigation system. NAVI will display the Navigation software, and NAVI VOICE toggles the GPS voice ON & OFF.
Touching the icons for the USB, DISC, and SD will change the playback to to the touched icon.
The arrow buttons are used to navigate the folder list, file list, and file type list. The Enter button confirms your choice.
Use the buttons on the bottom left for playback. They operate the same as corresponding buttons on the faceplate and remote control.

The button on the left side will display the controls for adjusting the display characteristics
File List Screen
The below screen is displayed when a Dics, SD card or USB memory with A/V files
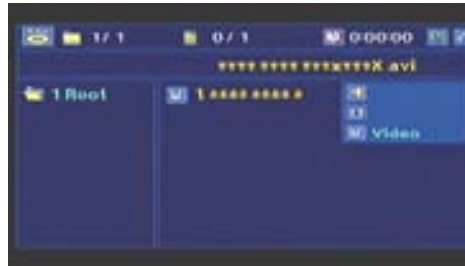
Multimedia Operations
1. Inserting a Disc/SD Card/USB Memory
DISC: Press the Eject button on the top left side of the faceplate, the faceplate will automatically drop down to give you access the disc slot. Insert a disc into the disc slot with the label side facing up. The disc will automatically load.
SD CARD: Press the open button on the top right side of the faceplate, then remove the faceplate.
Insert the SD card into the SD card slot until you hear a click. Re-install the face plate.
To remove the SD card press the card until you hear a click, then release it and remove.
USB MEMORY: On the bottom right side of the faceplate remove the plug from the USB port, then insert the USB Memory.
To remove a USB memory stick, just pull it out ot the USB port. Replace the USB port's cover when not in use.

2. Ejecting a Disc
Press the eject button on the top left side of the faceplate and the faceplate will automatically drop down and the disc will eject. Remove the disc. If the disc is not removed within 11 seconds it will automatically reload itself.

Multimedia Mode

3. Playback

After inserting a Disc, SD card or USB Memory the unit will automatically start playing. If the disc does not start playing, press the Mode button to enter DVD mode.

Usually a DVD movie has a menu screen for the viewer to choose from. When the DVD's menu screen appears use the Arrow buttons on the remote control to navigate through the menu choices. Use the Enter button on the remote control to confirm your choice on the menu. For files on the SD card or USB memory the file lise screen will be displayed

4. Stop

Press the stop button once and "R.Stop" will be displayed on the top left of the screen. At this time you may still restart the video. Press the Stop button again, "Stop" will be displayed on the top left of the screen. At this time when you press Play the video will start from the beginning.

5. Pausing Playback on DVD

On the faceplate press the Play/Pause button to pause playback of the DVD/CD. Press the button again to resume playback of the DVD/CD.

6. Skip Backwards/Fast Rev.

Press the◄◄ button on the faceplate or remote control to go to the previous track, photo, or video. Press and hold this button to play a video in reverse at 2x current speed.

7. Skip Forward/Fast Forward

Press the ►►I button on the faceplate or remote control to go to the next track, photo, or video. Press and hold this button to play a video in at 2x current speed.

8. Repeat

On the remote control press the P.SCN/RPT button to repeat a single track or repeat all.

9. Random

On the remote control press the BAND/RDM button to play tracks at random.

10. Intoduction

On the remote control press the INT button to play the first 10 seconds of all the tracks. Press it again to play the currnet track.

11. Changing The Viewing Angle

Press the ANGLE button to change the viewing angle of a scene of a DVD video.
Notes:
• This function is only available with the remote control.
• This function only operates with DVDs featuring multi-angle recordings.
• The mark on a DVD's package indicates it features multi-angle scenes.
• The number in the mark indicates the number of angles from which scenes were shot.

12. Changing The Subtitle Language

(multi-subtitle)
Press the SUB-T button to change the the sub-titles of a DVD.
NOTES:
• This function is only available with the remote control.
• This function only operates with DVDs featuring multi-subtitle recordings.
• The number in the mark " " on a DVD's package indicates the number of recorded sub-titles.

13. Zoom

Press and hold the A-B/ZOOM button to enlarge the image of the DVD.
NOTE:
• This function is only available with the remote control.
• These options will be used by the VRVD640G if they are available on the disc. If the disc that is inserted does not have these preferred options, then the discs own preferences will be used.
• Some functions will vary depending on the type or format of the disc.

14. A-B Repeat

This function alows the user to repeat a segment of a DVD video or an audio track. Press the A-B button once at the point in a

Multimedia Mode Mode

movie or track where you want the start segment. Press it again where you want to end the segment. The segment will repeat over and over unitl the button is pressed again.
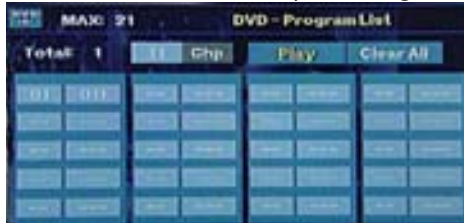
15. Program
Press the PTY/PROG Button to program the playback of the DVD's Titles, Chapters, Or Tracks in a Favorite Order.
Use the arrow buttons to highlight a field, then with the number buttons enter the number of the chapter or title. When finished use the arrow buttons to highlight "Play", then press enter to play the chapters in the order you have just programed.

16. GO TO
Press to set the playback time. Use the ar-

row buttons to navigate the fields. Enter the number of the chapter in the filed on the left. Press enter and that chapter will start to play. The time elapsed will be displayed in the clock field.

Navigation System

Cydle is a navigation system that helps you find your way to your selected destination. It will determine your exact location with the help of an attached GPS device. The position information obtained from the GPS receiver will not be transmitted anywhere, so others will not be able to track you when using this program.

If you are the driver of the vehicle, we recommend that you operate Cydle before beginning your journey. The driver's attention should be on the road.

PLAN YOUR ROUTE BEFORE DEPARTURE, AND PULL OVER IF YOU NEED TO CHANGE THE ROUTE'S PARAMETERS.

UNLESS A PASSENGER WILL BE THE ONLY ONE TO OPERATE CYDLE, WE STRONGLY ENCOURAGE YOU TO TURN ON THE SAFETY MODE.

Cydle has a built-in (optional) Safety Mode that will prevent you from using the touch screen functions when your car is in motion. Do not look at the display while the vehicle is in motion.

Always observe other vehicles, traffic signs and road's geometry before you obey any instruction from Cydle. If you need to deviate from the recommended direction, Cydle will suggest a modified route according to the new situation.

Operating Cydle (Controls)

Cydle is designed for easy operation. All controls are operable by fingertips. Wherever possible, pushbuttons and lists are provided to make using the functions or changing the settings as easy as possible.

Screen buttons and controls

The main user interface of Cydle is the touch screen. Many parts of the screen are not only used to display information, but also to initiate functions by tapping them. Below you will find a list of the most frequently used controls in the program.

Direct selectors

Some of the settings can be chosen from a short list of possible values. If the values can be described graphically, all values are available on the screen.

Touch one of the icons to set/change the value.

List selectors

When the values in the list need to be named, only the current value is shown (sometimes together with a short description) in a horizontal stripe with arrows at both ends.

The arrows are buttons. Touch to move left in the list or touch to move right. You need not confirm your selection. As soon as you leave the screen, the selected value becomes effective.

Sliders

When a feature has several different unnamed (numeric) values, Cydle will show sliders that look like analogue potentiometers to set the desired value.

If the value limits are not displayed at the ends of the slider, the leftmost position means the minimum value, while the rightmost position represents the maximum value.

With most sliders you can check the current value on the left.

This control can be operated in two ways. Either drag the handle to move the slider to its new position, or touch the slider where you want the handle to appear (the thumb jumps there immediately). As with the list selectors, there is no need to confirm your selection. As soon as you leave the screen,

the selected value becomes effective.

Switches

When a function can only have two values (mainly Enabled and Disabled), a switch is used. Unlike with list selectors, the horizontal line contains the name of the function and not the actual status. There is a lamp on the left to show whether the function is active or not.

When the lamp is dark , the function is not selected. When it is lit , the function is enabled. The whole strip works as a button. Touch anywhere to toggle between the enabled and disabled status.

Special switches

Some switches behave differently. Instead of being dark when not selected, the light turns red and the lamp becomes crossed outto emphasize the prohibition of use. Furthermore the switches used for the road types (to be included or avoided when planning a route) on the Route Parameters screen cannot be changed for some vehicle types. When such a vehicle is selected, not only the lamp but also the whole line becomes inactive and dark.

These switches look different on a square display. The lamp is placed not left of the label but below it, and its shape is also different.

Use these buttons the same way as you would other switches. Touch them anywhere to toggle between the enabled and disabled states.

Switches in the Quick menu

The switches of the Quick menu behave as normal switches. Touch the button to toggle between the enabled and disabled states.

Virtual keyboards

Cydle is designed in a way that you only need to enter letters or numbers when it is inevitable. In these cases a full screen keyboard pops up that can easily be operated with your fingertips. You can choose between a separate ABC and numeric keypad, or a set of QWERTY-type keyboards that contain both letters and numbers. Cydle will remember your last choice and offer it the next time you need to enter data.

The alphabetic keyboards in Cydle do not contain special characters, because you do not need to enter accents when searching for a destination. Type only the base letters (the letter most similar to the accented one) and Cydle will search for all their combinations in the database (e.g. for the French street 'Cité Bergère ' you only need to type 'Cite Bergere', and the rest is done by the program).

When you type in POI or track log names, Cydle will automatically turn all initials into capitals to create names that look pleasant.

ABC-Type Keyboards

These keyboards contain only letters (Latin, Hebraic, Greek or Cyrillic). If you wish to enter numbers, you need to touch the Keys ( ) button to switch to the numeric keyboard.

Use Backspace (arrow pointing left between Space and Keys) to delete the last letter you have entered if you have made a mistake, touch Space to enter more words, and hit Done to finish entering the text.

This type of keyboard has large, finger-friendly buttons.

NOTE: If you have chosen a program language that uses Latin letters, only the ABC keyboard appears. If you choose the Greek language, an additional keyboard appears with Greek letters. Similarly Hebraic and Cyrillic letters are available when Hebrew or Russian is chosen in Setup / Languages. If you are used to computer keyboards, you may consider trying one of the QWERTY-type keypads.

QWERTY-type keyboards

QWERTY-type keyboards have both letters and numbers on them. Their layout is the same as of the standard QWERTY,

Navigation System

QWERTZ (German) and AZERTY (French) keyboards. To switch to your desired QWERTY-type keyboard, press the Keys

button repeatedly until the appropriate keyboard appears.

The numeric keyboard only contains numbers, on huge buttons. The special keys you find on the other keyboards (except Space) are available here as well.

Although QWERTY-type keyboards also contain number keys, when entering a house number, the program offers the more convenient numeric keypad.

Discovering the program through the screens

The best way to discover Cydle is to explore each screen in detail, and to find out how to move from one to another. Read this chapter for a guided tour.

Main menu

Cydle starts by displaying the Main menu. This is the root of the screen hierarchy, but you need
to return here very rarely while using the program. Screens are also accessible from each other
to reduce the number of actions needed to initiate a function or change a setting.

Most parts of the program are directly accessible from here by using the buttons described below.

About screen

Touch About on the Main menu screen to open this screen. The About screen is not used in normal navigation. It is there to in-

form you about the map licenses you have, the creators of Cydle and the legal aspects of using the program.

GPS Data screen

Touch the small satellite dish icon on the Main menu, Map or Cockpit screen to open this window.

The GPS Data screen is a collection of information received from the GPS device and it also serves as the entry point to the following screens.

GPS Data Display

The virtual sky on the left represents the currently visible part of the sky above you, with your position as the center. The satellites are shown at their current positions. The GPS receives data from both the green and grey satellites. Signals from the grey satellites are only received, while green ones are used by the GPS to calculate your current location. On the right you can see the satellite signal strength bars. Dark bars are for the grey and orange bars are for the green satellites. To identify satellites use their numbers also shown in the virtual sky. The more satellites your GPS tracks (the green ones), the better your calculated position will be.

Additional pieces of information on this screen are: current position in latitude/longitude format, elevation, speed, date, time and calculated accuracy.

NOTE: Accuracy can be affected by several factors the GPS cannot take into account. Use this accuracy information only as estimation.

Navigation System

There are two icons on the left to show the status of the GPS connection and the quality of reception.

GPS Connection Indicator
In the middle to the left there is a lamp similar to the ones used for switches. This one has more colors and represents more values:
• A fast blinking green lamp means that there is communication with the GPS and data is being received,
• Other colors may not appear with a built-in GPS. Should any of these appear, this means a faulty operation of your device.

GPS Data Quality Indicator
In the top left corner there is a satellite dish to show the quality of the GPS position. Different colors represent different signal quality:
• black with a red cross means there is no connection with the GPS device. This should never be the case if your device has a built-in GPS.
• red means the GPS is connected but no GPS position is available,
• yellow means 2D reception. A GPS position has been acquired, Cydle is ready for navigation, but the GPS is using enough satellites for calculating the horizontal position only. Elevation data is not provided, and the position error may be significant.
• green means 3D reception. The GPS receiver has enough satellites to calculate altitude. Position is generally correct (yet it can still be inaccurate due to different environmental factors). Cydle is ready for navigation.

Time Synchronization
In the top right corner of the screen you have another button that leads to a new screen where you can synchronize the clock of your VRVD640G to the very accurate time provided by the connected GPS.
Turn on the Auto Correction switch to let Cydle frequently check and correct the VRVD640G time with the GPS time.
Below that button you will see the current values of the GPS and the VRVD640G clocks. You can check here whether any correction is needed. Touch the button to manually synchronize the time.
Below the VRVD640G time you have hour and minute controls to manually correct the time with or without a valid GPS time. It also gives you the chance to correct the time after synchronization if your VRVD640G does not support time zones or daylight saving time.

The Map
The most important and most frequently used screens of Cydle are the two screens with the map (Map screen and Cockpit screen). They are similar in look, but are optimised for different uses. The map they

display is common.
TIP: You may move the map by pressing the screen and dragging your finger across the screen. The map will move in the direction of your finger.

Map Controls and Functions
The maps look similar to paper roadmaps (when using daytime colors and 2D map mode). However, Cydle provides much more than regular paper maps can. The look and the contents can be changed.

Navigation System

2D and 3D Map Views

Besides the classical top down view of the map (called 2D mode), you have the possibility to tilt the map to have a perspective view (3D mode) that gives a view similar to that seen through the windscreen with the possibility to see far ahead.

It is easy to change between 2D and 3D modes. You have two options. You can use the Tilt up and down buttons to tilt the map seamlessly between 2D and all 3D angles, or you can use the switch in the Quick menu to quickly switch between the two modes.

NOTE: You may find that 2D mode is more useful in North-up Map mode when looking for a certain part of the map or an object to select as destination. On the other hand, 3D mode in Track-up Cockpit mode with Smart Zoom makes navigation very comfortable. The description of these modes will come later in this manual.

NOTE: Using the Advanced settings, you can force Cockpit mode to always start in 3D Track-up view. You can still rotate and tilt the maps in either mode, but the next time you enter this screen, the preset look will reappear. Similarly you can force Map mode to always start in 2D North-up view.

Zoom Levels

Cydle uses high quality vector maps that let you see the map at various zoom levels, always with optimised content (the density of the map details can be independently set for Map and Cockpit screens in Map settings. Street names and other text objects are always displayed with the same font size, never upside down, and you only see as many streets and objects as needed to find your way around the map. Zoom in and out to see how the map changes in either the 2D or 3D view.

Changing the Scale of the Map

You can drag and stretch the scale at the bottom of the Map screen, or use the zoom icons on both Map and Cockpit screens.

NOTE: If you need to zoom out briefly to locate your position on the map, use the Overview mode instead of zooming out and back in. The Overview mode is a 2D North-up view that can be started by tapping the compass button on the right.

NOTE: Cydle has a special Smart Zoom function for navigation that automatically rotates, scales and tilts the map in 3D map mode to always give you the optimal view in your current situation. When approaching a turn, it will zoom in and raise the viewing angle to let you easily recognise your maneuver at the next junction. If the next turn is at a distance, it will zoom out and lower the view angle to flat in order to let you see the road in front of you.

Daylight and Night Color Schemes

The different color schemes let you adjust Cydle to the brightness of the environment. Use the daylight and night color schemes accordingly. Daylight colors are similar to paper roadmaps, while the night color schemes use dark tints for large objects to keep the average brightness of the screen low, with carefully selected colors to still keep you informed about all the necessary information on the screen.

You can change between day and night views manually in the Quick Menu or let Cydle do it automatically for you.

NOTE: The automatic day/night mode is based upon the current date and GPS position by which Cydle calculates the exact sunrise and sunset times on the particular day at the particular location. Using that information Cydle can automatically switch between the color schemes a few minutes before sunrise, when the sky has already turned bright, and a few minutes after sunset before it gets dark.

TIP: There are several daytime and night color schemes included with Cydle. To select the one that suits your needs the best, make your selection in Settings.

TIP: To further enhance the effect of the night color scheme, you can instruct Cydle

to decrease the display backlight when the night colors are used. Set the desired backlight levels for both daylight and night modes.

NOTE: The colors mentioned and screen-shots included in this manual refer to the default daytime and night color schemes. They may not look the same in the schemes you have chosen.

TIP: If you use Cydle after sunrise or before sunset, look for the sun in the sky in the map background using a flat 3D view. It is displayed at its actual position to give you another way to orientate, and also to provide some eye candy.

Streets and Roads

The similarity of Cydle to paper roadmaps is also convenient when it comes to streets, the most important elements of the map concerning navigation. Cydle uses similar color codes to those you are accustomed to, and the width of the streets also refers to their importance, so it will not be difficult to tell a highway from a small street.

Streets and roads have names or numbers for identification. Of course, this information can be displayed on the map. Cydle uses two different ways to show street labels. The conventional way is the same as a roadmap – it displays the name of the street aligned with the street. The alternative is a kind of virtual signpost stuck into the street itself.

You need not choose between the two modes. Cydle will use the one best for the current tilt and zoom level. Zoom in to have only a few streets on the map, and start tilting up and down to see how Cydle switches between the two modes in an instant.

NOTE: The automatic switching is on even when using Smart Zoom. At first you may find it odd, but later you will discover how it adjusts the displayed information to the current view of the map. It is important, as the driver must be able to read the map at a glance.

TIP: If you do not want to be bothered by street names during navigation, turn them off in Map Options.

TIP: Major roads usually have alternative names (numbering) besides the primary name. You can choose whether to display these alternative names or not. You can set this in Map Options.

Landmarks

To help orientate you, the map also contains landmarks that have no other navigating function than to help you recognise your location on the map. These are surface-waters, large buildings, forests, etc.

TIP: These landmarks are normally displayed using textured polygons that look natural to the eye. You may wish to switch the textured display off to free some of the resources of your VRVD640G by replacing textures with plain coloured surfaces.

Current Position And Lock-On-Road

When your GPS position is available, a blue arrow (yellow when using night colors) shows your location on the map.

The direction of the arrow represents your heading. The arrow is sized and vertically rotated with the zoom and tilt levels to always look realistic.

Cydle has a built-in Lock-on-Road feature that always puts the position arrow on the road, on the axis of the street in case of one-way streets, or on the side of the road where you drive (e.g. on the right in Germany and on the left in the U.K.) on two-way roads.

The location received from the GPS receiver is shown as a blue dot on the map. This can help you locate your position if the GPS accuracy is poor, and the Lock-on-Road system puts you on the wrong street. It is also the location saved in the track log.

NOTE: The Lock-on-Road feature can be turned off in Advanced settings for pedestrian use. When switched off, the arrow is displayed where the blue dot would be with active Lock-on-Road.

When the GPS position is lost, the arrow

turns grey and jumps to the last known position, disabling Lock-on-Road (the last position before losing the reception is usually inaccurate, and there is a chance that Lock-on-Road may choose the wrong street).

Selected Map Point(Cursor)
If you touch anywhere on the map or select a specific item in Find, it will become the selected point on the map, marked with a small red dot and permanently radiating red circles to make it obvious at all zoom levels, even when it is in the background of a 3D map view. You can use this point as starting point, via point, or destination of your route, you can search for a POI near to it, mark it with a drawing-pin, or save it as a POI. The cursor, when visible, is also the reference point for map scaling.

NOTE: When your GPS position is available, and Lock-to-Position is active, the cursor is the current GPS position, the blue arrow. When you select another point by tapping the map, or using the Find menu, the new Cursor is shown on the display with the red dot and the radiating red circles.

Marked Map Points (Pin)
The Cursor can be marked with a Pin. Pins are shown as being stuck in the map. A Pin is visible at all zoom levels and remains in its position until you unpin it, or delete all Pins in Advanced settings.

The color of the Pin is automatically selected by Cydle. Different colors help you identify a Pin in the History list later. There they are shown together with their address and GPS Coordinates.
TIP: There is a quick way to save the current GPS position as a Pin. Press the Record button (hardware button with an audio cassette icon on it) to save the Pin instantly
TIP: A quick way to tell the coordinates of a location you found on the map is to Pin it, and then look for the coordinates in the

History list.This way you also save the coordinates with the Pin for later reference. If you do not need the coordinates later, just select the point and start Find Coordinates.

Visible POIs (Points of Interest)
Cydle comes with thousands of built-in POIs, and you can create your own POI database as well. Having all of them displayed on the map would make the map too crowded. To avoid this, Cydle lets you select which POIs to show and which ones to hide using their categories and subcategories.
POIs are represented by icons on the map. For a built-in POI it is the icon of the subcategory of the actual POI. For points you create, it is the icon you had chosen when you created the POI (it can be changed later).
These icons are large enough to recognise the symbol, and semi-transparent so as not to cover the streets and junctions behind them.
When the map is zoomed out, the icons are not shown. As you zoom in, small dots appear at the locations of visible POIs. Zooming in further makes the full icons appear.
If two points are too close to each other so that icons overlap, a multi-POI icon   is shown instead of individual ones. Zoom in more to see them separately. (Should the two POIs have the same icon, this icon will be displayed instead of the multi-POI icon.)
NOTE: When navigating, POI icons can be disabled together with street names. If you still need this information during your journey, just drag the map to disable Lock-to-Position. This will restore street names and POI icons immediately. Now touch Lock to reactivate Lock-to-Position.
TIP: Touch the map on or near a POI item to see the list of the names of the nearest POIs in a popup list, if it is enabled. To see the details of a particular POI in the list, touch the blue 'i' icon on the right. If you have too

Navigation System

may POIs nearby, this list may not be complete. In the Cursor menu there is a button called POI that leads you to the screen of all nearby POI items. There you can open them one by one to see their details, and select any of them as a route point.

Elements of the Active Route
Cydle uses a multi-destination routing system in which you have a start point (your current location if the GPS position is available), a destination, the line of the active leg of the route, and optionally via points and inactive legs. They are all shown on the map. The start point, via points and the destination. These points are represented by flags.

Animated Turn Guidance
Animated arrows represent all route events other than the above-mentioned special points. These arrows show the direction in which you need to continue your journey.

The Active Leg Of The Route
The active leg is the section of the route you are currently driving. If you have not added any Via points, the whole route will be the active leg. When Via points are present, the active leg is the part leading from your location to the next via point.
The active section is displayed in light greenred. It is always the most conspicuous part of the map even when in the background of a 3D map view.
The line of the route is displayed on the driving side of the road for two-way and on the axis in case of one-way streets. When the map is zoomed in and the line is wide enough, small arrows show the direction of the route. This can be useful if you preview the route before starting the journey or when entering a complex junction.

Inactive Legs Of The Route
Future sections of a route are inactive. They are also shown on the map with the same color but a darker tint than the active one.

An inactive route section becomes active as soon as you reach its starting Via point.
 Roads in the route excluded by your preferences. Although you can choose whether to include or avoid some road types in Route parameter settings, sometimes they are impossible to avoid near the starting point, via points or the destination.
If so, Cydle will display those segments of the route with an alternate color.

Screens With Map
Having explained the contents of the map, the description of the other parts of the map screens follows. There are two map screens: the Map screen and the Cockpit screen. The way they show the map is the same but their look and controls are optimised for different purposes.
The Map screen is to be used mainly without a GPS, to browse the map, create user POI items, or to plan your route based on map points. The Map screen is designed to give you the maximum map area. This screen is usually used in 2D North-up mode. You can set Cydle so it always opens the Map screen like that. The Cockpit screen is for driving purposes. In addition to the map, there is travel information if you are just cruising (speed, current street, & speed limit), and some more route data if have a route planned (e.g. next street in your route, distance to travel, type of the next route event). This screen is typically used in 3D Track-up mode (you can make Cydle always open the Cockpit screen. There are several controls that function in a similar fashion on the two screens.

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COCKPIT SCREEN
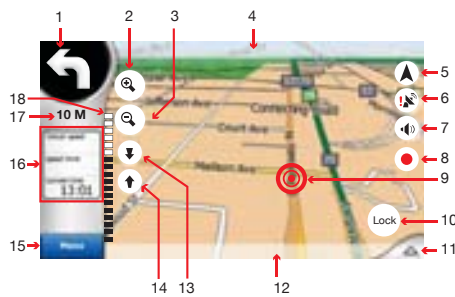
Turn Preview (No. 1)

On the Cockpit screen this field shows a graphic illustration of the next maneuver. For example when you approach a turn, an arrow will show whether it is a slight, normal or sharp turn. When showing a roundabout, the number of the exit is also given in the picture.

This field also serves as a button. Touch it to get to the Route menu. The Map screen will show a button called Route here if there is an active route. This also leads to the Route menu.

Zoom In And Out (No. 2 & 3)

These semi-transparent buttons are only displayed if "Zoom & Tilt" is enabled in the Quick menu.

Zoom will change the scale of the map. Zoom out shows a larger part of the map, while Zoom in shows a smaller part of the map in more detail. The automatic Smart Zoom function will do the necessary zooming for you when navigating (zooms out if the next turn is at a distance to let you see far ahead and zooms in when approaching a turn to give you a better view of the upcoming maneuver).

If you manually change the zoom level, Smart Zoom will no longer scale the map by itself (automatic tilting and rotating remains active).

You need to press Enter, or touch the Lock button to return the zoom control to Smart Zoom. You can also set Cydle to do this automatically after a few seconds.

You need to touch the Lock button to return the zoom control to Smart Zoom. If you are on the Cockpit screen, Cydle will do this automatically if you leave the display untouched for 30 seconds.

Next Street / Next City (No. 4)

This field shows the road or street that comes next in the route itinerary.

If you are not yet in the city where this next street is, Cydle will display the name of the city instead of the name of the road or street. A bullet symbol will appear next to the name of cities to help you tell them apart from street names.

This field is only displayed when navigating a route.

Map Orientation And Overview (No. 5)

You can view the map screens in three different presentation modes. This switch will cycle through them in the following order.

The usual map orientation for navigation is Track-up. It means Cydle rotates the map during navigation to always face the direction of your travel. In this mode an arrow (compass) points towards North.

Touch this icon to switch to North-up mode. Now the map is fixed to keep facing North. The icon changes to show the new rotation mode.

Touch the icon again to enter Overview mode. This mode looks similar to the North-up mode with one difference: the zoom level in this mode has a fixed default to give you a better look of where you are on the map. You can change the zoom level at any time, this will not cause the Lock button to appear, but when entering Overview mode later, the default zoom level will be restored.

The arrow representing your position will be fixed in the middle of the screen. When you move the map in Overview mode, the Lock button will appear, and when pushed, it will move the map to have your current position in the middle of the map again.

You cannot rotate the map in Overview

mode. This mode is strictly north-up.

You can set up Cydle so that it will switch to Overview mode during navigation when the next turn is far away. You can specify this distance and the fixed zoom level of Overview in Advanced settings.

An airplane icon indicates Overview mode. Touch the icon again to return to Track-up (automatic rotation) mode.

GPS Position Quality (No. 6)

Similarly to the icon found on the GPS Data screen, the map screens also inform you about the GPS signal:

• The black satellite dish with the red exclamation mark shows there is no connection with the GPS receiver. GPS navigation is not possible. Devices with a built-in GPS receiver are permanently connected, so this icon may not appear under normal circumstances.

• Red shows there is a connection, but the signal is too weak to give a position. GPS navigation is not possible.

• Black shows there is a GPS position, and navigation is possible. When only one arc is shown, the position is 2D (no altitude available), and position error may be significant, yet Cydle is ready to navigate.

• A black dish and two arcs represent a 3D GPS position. Cydle is ready to navigate.

Sound Muting (No. 7)

By tapping this button you can quickly mute all sounds of the VRVD640G. This will not modify the volume level and the enabled or disabled status of the voice guidance or the key sounds, just mutes the sound output. When muting is enabled, the speaker icon is crossed out. Touch again to re-enable sounds.

NOTE: Sound can be muted in Sound settings also. There you have a Master switch that works together with the switch described above. There is also a Master slider on that screen. That you can use to fully turn down the volume of the device. Setting

the volume low is different from muting, therefore it will not show up on the mute indicator.

Track Log Recording/Playback Indicator (No. 8)

When a track log is being recorded, a red icon is displayed on the map screens. This icon also functions as a button leading to the Track Log screen where you can stop the recording or make the track log visible on the map.

During Track Log playback a green icon will blink. Touch anywhere on the screen to stop the simulation.

Cursor (No. 9)

As described earlier, if you touch the map somewhere or select one specific item in Find, it will become the selected point on the map, marked with a small red dot and radiating red circles to make it conspicuous. You can use this point as starting point, via point or destination for your route, you can search for a POI near it, mark it with a pin, or save it as a POI.

NOTE: When GPS position is available, the Lock button will appear indicating that you have disabled Lock-to-Position. Tapping the Lock button will re-enable the position lock and move the cursor back to the current GPS position. The same happens when Cydle restores Lock-to-Position automatically, if it is set in Advanced settings.

Lock To GPS Position And Heading (No. 10)

This semi-transparent icon is displayed if GPS position is available, and the map has been moved. It also appears when you scale or tilt the map while Smart Zoom is enabled.

This semi-transparent icon is displayed if GPS position is available, and the map has been moved or rotated. It also appears when you scale or tilt the map while Smart Zoom is enabled.

Normally Cydle positions the map to keep

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the GPS position visible somewhere on the map (when North-up orientation is selected), or always at the bottom center of the map (when Track-up orientation is selected).

If you manually move the map, it will freeze the map in the new position. To return to the GPS position, use this Lock button.

When Smart Zoom is enabled, scaling or tilting the map also stops the automatic zooming or automatic tilting respectively. To reactivate Smart Zoom, touch this button.

TIP: In Advanced settings you can set a delay time after which Cydle pushes the Lock button for you automatically. This can be turned on for re-enabling both Lock-to-Position and Smart Zoom.

Cursor menu (No. 11)

The Cursor is the selected point on the map (marked by a red dot and radiating red circles around it), or the current GPS position when it is available and Lock-to-Position is enabled. When you touch the screen to place the Cursor, the Cursor menu pops up automatically to give you the list of possible functions you can use the Cursor for. At the same time Popup Info (street name, house number and the list of POIs nearby) appears near the selected map point if Popup Info is enabled in the Quick menu.

If you do not use the Cursor menu in a few seconds, it will automatically vanish back to the bottom of the screen, and Popup Info disappears, too. You can have them reappear by reopening the Cursor menu using the arrow in the bottom right corner. When you open the menu manually, it will stay on until you close it or switch to another screen.

TIP: If you want to see the map around the Cursor, close the Cursor menu and reopen it. When this menu is opened manually, the map is always moved to have the cursor in the center.

The content of the Cursor menu depends on the screen (Map or Cockpit) and it is slightly different if there is an active route already planned. You have the following options:

• Start: use the Cursor as the departure point for your route. This menu point is available only in Map mode and when there is no active route. In Cockpit mode the departure point of the route is always the GPS position or if it is not available, the last known GPS position.

• Route To: use the Cursor as the destination of your route. This button is to start a new route. The previous route (if it exists) will be deleted and replaced. If a multi-point route is active, Cydle will ask you whether you really want to delete it together with all its via points.

• Add Via: by inserting the selected map point as a via, you instruct Cydle to cross this location before the destination of the route. This is the way to build a multi-point route in reverse order (when you wish to insert a stopover 'go to A but first get some fuel at B' or want to influence the direction of the route). This menu point works only if a route is already active.

• Remove Via: removes the 'via point' near or at the Cursor. The route will be recalculated immediately excluding the deleted point. This menu point replaces Add Via and is available only if the Cursor is near or at a via point.

• Continue: add a new destination to be reached after the previous destination. The new destination replaces the old one, which is now demoted to a via point. This is the way to build your multi-point route in straight order (when you wish to visit several destinations 'go to A then to B'). This menu point is available only if a route is already active.

• Add Cam: this button will place a speed camera at the position of the Cursor. A new window opens where you can set the type of the camera (fixed, mobile, built-in, or section control camera), the direction of the monitored traffic (your direction, the

opposite direction, both directions or all directions), and the speed limit. If the map contains speed limit information, this will be the default value for Camera Speed.

• Edit Cam: you can edit the parameters of the camera near or at the Cursor, or delete it. This menu point replaces Add Cam and is available only if the selected point is near or at a speed camera. A window will open up that contains the same settings as in Add Cam. In addition, it will have a Delete button that removes the camera from the map.

•Add POI: opens the new POI capture window to let you add the selected map point to the list of your user points. This menu point is only available on the Map screen and if there are no POIs near the cursor (i.e. only the address is shown in the Popup Info window).

• POI: opens the list of POIs near the selected point. These are the POIs shown in the Popup Info window. If you want to add a new POI at the cursor, you can do so by tapping New in the bottom left corner. This menu point replaces Add POI and it is only available in the Map screen and if there is at least one POI item near the Cursor.

Current Street (No. 12)

This field of the Cockpit screen shows the name or number (as available) of the current street or road you are driving on.

TIP: Some roads have an alternative name (or number). This is normally shown together with the primary name in this field. You can hide these alternative names in Map settings.

Tilt Up And Down (No. 13 & 14)

These semi-transparent buttons are only displayed if "Zoom & Tilt" is enabled in the Quick menu.

This function modifies the vertical viewing angle of the map in 3D mode. You can change the angle in a wide range starting from a top down view (2D view is seamlessly integrated) all the way to a flat view that lets you see far ahead.

The automatic Smart Zoom function will do the necessary tilting for you when navigating (gives a flat view if the next turn is at a distance to let you see far ahead and raises the angle when approaching a turn to give you a better view of the upcoming maneuver). If you manually change the view angle, Smart Zoom will no longer tilt the map by itself (automatic zooming and rotating remains active).

You need to touch the Lock button to return the tilt control to Smart Zoom. You can also set Cydle to do this automatically after a few seconds.

Menu (No. 15)

This button opens the Menu with the Find engine, the Quick menu, the Route menu and the exit button that takes you to the

Main menu screen. The Menu will be described in detail later.

Travel and Route Data (No. 16)

The contents of these three fields are different when cruising (without an active route) or navigating (following an active route).

While cruising, the fields show the present speed, the current speed limit and the time of day.

While navigating a route, these fields show the estimated time needed to reach the destination (ETE), the distance to destination, and the estimated arrival time at the destination (ETA) by default.

You can choose what to display in these three fields during navigation, by going to

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Advanced settings / Display Options (Page 103). See the following list for your options. The only restriction is that you cannot select a value that already appears in another field. The possible field contents are:
• Distance to destination (default value for the left field)
• Time to destination (estimated time en route, default value for the middle field)
• Distance to next via point
• Time to next via point
• Time to next maneuver (next route event)
• Speed
• Speed limit
• Arrival at next via point
• Arrival at destination (default value for the right field)

Distance to Next Turn (No. 17)
This field shows the distance to go before reaching the next route event (turn, roundabout, exit, etc.)
This field is only displayed when navigating a route.

Approaching Next Turn (No. 18)
This bar is only visible when approaching the next route event. It appears on the screen to visualise the distance when you get closer than 300 meters (1000 feet) to the next turn, and it remains visible till you reach the turn. This field is displayed only when navigating a route.

Map Scale
The scale indicator is only available on the Map screen. In 2D map view it represents the scale of the map. In 3D view it is the scale of the nearest part of the map only.
You can use it in both 2D and 3D modes to scale the map. Drag and pull it right to zoom in, or left to zoom out.

Route Information Screen
The Route Information screen has all the data and some of the functions you need while you navigate. Some additional functions can be found in the Route menu.

Without an active route one of the buttons is inactive and route data cannot be displayed.
As a reminder, you can open this screen two ways: tapping the Info button in the Route menu, or tapping one of the Route Data fields on the Cockpit screen.

Route Data Displayed (for destination and via points)
In the top section of the screen you see information about the current route. These fields are continuously updated while you keep this screen open.
When you open the screen, all fields contain information on reaching your final destination. Touch any of the fields to see data on the via points starting from the first one through the final destination again.

Route Line
The upper part of this screen shows your planned route as a horizontal line. Its leftmost point is the start of the route, the rightmost one is the final destination, and you can see your via point flags along the line, spaced in proportion to their distance.
The blue (yellow at night) arrow representing your position will travel from the left to the right, giving you visual feedback of your journey.
When you reach a via point, it becomes the starting point of the route, the past will be deleted, the line with all the other via points will be modified instantly, and the arrow jumps back to the left.
When Cydle needs to recalculate the route, the arrow will not jump back to the left as when reaching a via point, but it may drift a bit as the length of the new route may be different from the previous one.
When the data corresponding to the entire route is displayed in the fields below, the line is coloured the same way as the route line shown on the map. When you see data that belongs to a via point, the route is coloured only up to that via point. The rest of the line remains grey.

Distance Left

This value can also be displayed in one of the Route data fields on the Cockpit screen as 'Distance to destination'. This is the distance you need to travel on the route before reaching your final destination.

If via points exist, touch and touch again any of the fields to see the distance to reach the first, second, etc. via point.

Method

This field shows how the route was calculated. It either displays the 'Route' or the 'Vehicle' field from the Route parameter settings. If you have chosen Car, Taxi, Bus or Lorry, the type of the route (Fastest, Shortest or Economical) will be displayed here; if you have selected Emergency, Bicycle or Pedestrian, this information will be displayed here.

Time Left

This is an estimated value that can also be displayed in one of the Route data fields on the Cockpit screen as 'Time to destination'. It shows the time needed to reach the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.

If via points exist, touch and touch again any of the fields to see the time needed to reach the first, second, etc. via point.

Estimated Arrival

This is an estimated value that can also be displayed in one of the Route data fields on the Cockpit screen as 'ETA to destination'. It shows the estimated arrival time at the final destination of the route based on information available for the remaining segments of the route. The calculation cannot take into account traffic jams and other possible delays.

If via points exist, touch and touch again any of the fields to see the estimated arrival at the first, second, etc. via point.

Destination / Via Point

This field shows the exact address (or its coordinates if the address is not available) of the final destination.

If via points exist, touch and touch again any of the fields to see the address or coordinates of the first, second, etc. via point.

Warning Icons

The Warning Icons are normally grey. Some of them turn red and show a graphical symbol in case warning(s) are attached to the planned route. These are warnings, so icons always show information for the whole route, even if the data fields display values from your current position to a via point only.

Click on any of the icons to show its description.

A few samples of the available icons:

• This icon shows that you need to pay toll on the recommended route.

• This icon shows that the route contains motorways. Touch the icon to see the total length of the motorways in the recommended route.

• This icon shows that toll roads are included in the recommended route.

• This icon shows that you need to board a ferry along the recommended route.

• This icon shows that you need to pay for the ferry.

• This icon is displayed when Cydle could not plan a route with all your road type preferences respected. Sometimes it is impossible to find a suitable route near the start or the destination.

• This icon warns you that Cydle had to recommend a route that does not match all your preferences given at the Route Parameters settings.

• The recommended route contains areas only accessible to pedestrians.

• The recommended route contains unpaved roads.

• The recommended route contains roads

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that require a permit or permission to enter.

• Information – any other piece of relevant but not categorised information. Touch the icon to see the content.

• Next page – displayed when more than 5 warnings apply for the recommended route.

Fit To Screen
Touch this button to display an overview of the whole recommended route. You will jump to the Map screen with a 2D North-up view so that you can check where the route takes you.

Parameters
This button opens the Route parameter settings screen otherwise opened from the Route menu.

Menu Button
The Menu button can be found in the bottom left corner of the map screens.
Tapping this button brings up a menu that allows you to access some of the most frequently used functions of Cydle.

Find Tab
The first page of the Menu is Find. It lets

you select a destination without first having to locate it on the map.

Quick Tab
This provides quick access to some configurable options.

3D Map (switch)
When the green light is on, the map shows a perspective view. You can use hardware buttons 1 and 2 to change the angle of the view. When the green light is off, the map is displayed in a conventional top-down view. This 2D view is also the end of the tilt range, so it can also be accessed by tilting the map up. Conversely, 3D mode can be switched on by tilting down in 2D mode.
NOTE: When you reach 2D view by tilting the map, Smart Zoom will tilt the map as you press the Lock button or it disappears after the timeout (set in Advanced settings) expires. Use the 3D Map toggle to permanently switch to 2D view.

Zoom & Tilt (switch)
When the green light is on, additional transparent buttons appear on the left side of the map screens for zooming and tilting without the use of hardware buttons.

Night Mode (switch)
Turn on or off the night colors manually to override the automatic color scheme switching.
NOTE: Using this option turns off the Automatic Night Colours feature. You need to re-enable it at the General settings screen (Page 90) to have the colors change automatically again.

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Manage POI (Points of Interest)
Here you can set all the parameters of POIs that you have created and the visibility of the built-in POIs that come with the map.

Manage Built-In POI Visibility
The maps in Cydle come with a huge number of POIs. Displaying all of them would make the maps too crowded (to see how POI items are shown on the map see Page 55). In order to avoid that, you can decide which POI groups to show and which ones to hide on the map. Cydle has a multi-level POI category system. You can set the visibility of the top two levels. All levels below that will be shown or hidden according to their respective category (i.e. you can set the visibility of Petrol Stations in the Services category, but all brands listed under that will either be shown or suppressed together).

Groups shown with a grey icon are hidden; blue icons are visible on the map, while the ones shown in two colors have some of their subcategories shown and some others hidden.
If you highlight any of the POI groups by tapping them, the button in the bottom left corner will become Show if the POI group is hidden, or Hide if the group is shown or partly shown.
TIP: To make a partly shown group fully shown, touch this button twice. First you will hide the whole group, and then you will have it displayed with all its subgroups.
Tapping again the highlighted POI group (except for My POI – described later) opens the list of subcategories of that group. Here you cannot see bicolour subgroups, as visibility can only be set for the top two levels of categories. Showing and hiding a subgroup is done the same way as for the main groups.

Manage My POI
By highlighting then tapping again the My POI switch on the Manage POI main screen you can manage the POI groups and items that you have created.

NOTE: The group Unnamed only appears if you have previously saved a POI item without creating a new POI group for it.
Tapping any of the group names will open a list of POIs saved in that group. This list is similar to the list of POI results in Find. The POIs are ordered based on their distance from your current position. If GPS position is not available or you have disabled Lock-to-Position by tapping the map, the POIs will be ordered by their distance from the Cursor.
When the My POI Groups are displayed, you have the following options:
• Show/Hide: similarly to built-in POIs, you have the possibility to show or hide all POIs of the selected category on the map. Groups with a blue icon are displayed; groups with a grey icon are hidden.
• New: you can create a new My POI group by tapping this button. You need to select an icon, a name, and the maximum zoom level at which the POI is still visible on the map (provided you let the POI group be displayed at all). You do not necessarily need to create POI groups in advance. You can do it while saving a new POI.
• Delete: you can delete any of your previously saved My POI groups. This will delete all POIs in that group. Cydle will ask you to confirm this action.
• Edit: you can edit the attributes (name, icon, visibility level) of a previously created My POI group.
• Left/right arrows: if your groups fill several pages, these buttons will let you browse through them. The green field left of these buttons shows the current page number and the number of pages.
When the list of My POIs is displayed, you have the following options:
• Search: you can shorten the list of matching POI items by filtering. Just like in Find, enter a few letters of the desired POI name. When the number of matching items can

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fit in one page, Cydle will automatically display the list. If you touch Done any time before this happens, you receive the list of matches on multiple pages.

• ABC/Distance: by tapping this button you can have the POIs sorted in an alphabetical order. Tapping again will return to the distance-based order.

When you touch on any of your POIs in the list, you will open a new window with the details of the selected POI.

Here you have the following options:

• OK: if you touch this button, the map screen returns with the selected POI in the middle.

• Edit: you can edit the attributes (name, icon and group) of the selected POI.

• Delete: you can delete any of your previously saved POIs. Cydle will ask you to confirm this action.

Popup Information (switch)

When this feature is enabled, tapping the screen (activating the Cursor, a radiating red dot) on either of the map screens also opens a pop-up box with the selected street name, house number and the name of the nearby POIs, if any.

TIP: Tapping one of the blue Information icons behind the POI names shows the details of the appropriate POI item.

Manage Track Logs

Using Cydle it is also possible to save the track logs of your journeys. This screen lets you manage all your track logs. When it comes up, it shows a list of all track logs already saved.

The original name of a track log is the date and time when it was recorded. You can change their name to something more meaningful if you wish.

Each track log has a color, shown to the left of its name when the track log is visible on the map. If the track is not visible, an underscore character is shown here.

Tapping the line of the highlighted track

log will toggle between showing and hiding that log. The track log will be drawn on the map using the color next to its name.

When a track log is being recorded, a new line appears in this list with an underscore, as newly recorded track logs are not shown in the map normally.

TIP: If you wish to see the track log currently being recorded, touch on it twice to make it visible.

In this screen you have the following options:

• Record: this will initiate track log recording. A new line appears in the list, and GPS position data will be saved until you stop the recording or exit Cydle. A red icon is shown on the map screens to let you know that a recording is in progress. Tapping that icon opens this Track Log screen.

• Stop recording: if recording is in progress, this buttons stops it.

• Info: this button opens a screen that shows the track log details, and lets you:

• Change the name of the track log (Rename button),

• Change the color of the track log (Colour on the map selector),

• Have it displayed on the map (Fit to screen button),

• Replay: push this button to see a simulation of the saved track log on the map. A green icon will appear on the map screens to let you know it is not a fly over but a simulation based on a real saved log.

• Delete: you can delete a track log if it is not needed any more. Cydle will ask you to confirm this action.

Route Tab

This menu contains options to manage different settings in the program.

Recalculate

This menu point is only available if an active route exists and GPS position is present.

It brings up a menu with four options. Using one of these functions you can modify the current route.

This function repeats the route calculation based on the same settings as used to calculate previously. This possibility is typically used when automatic off-route recalculation is disabled. However you may consider using it when you travel on a road parallel to that recommended by the route. In this case Cydle may not recalculate the route for some time, but you can force recalculation here. This is also the button you will most frequently use when the window appears automatically, provided that the manual route recalculation is set.

Drop Next Via Point / Delete Route

You can modify the route to skip the next via point if you decide it is no longer needed. For example, you may have added the via point only to influence the route but you do not want to actually reach it; or you have already almost reached it, and Cydle still keeps on navigating towards that point. When there are no via points left (only the destination), the name of this button turns to Delete Route, and it cancels the navigation.

Bypass

When you run into a traffic jam or road-block, you may want to have Cydle calculate a route that departs the original route as soon as it can. You will need to select the minimum distance along the original route where your new route is allowed to rejoin the original route. Select the one you feel appropriate for the traffic difficulty you face.

NOTE: This function is to give you an alternative for the next section of the recommended route. To change later parts of the route or to avoid specific streets or turns, use the Avoid function in Itinerary instead
NOTE: When you use this feature, Cydle will keep on excluding the same part of the map from later routes until you manually delete the route, or restart Cydle.

Cancel

This option returns directly to the map screen without recalculating the active route. If you choose this option when manual route recalculation is configured, navigation stops and will be activated again when you are back on your original route.

Delete

Touch Delete to erase the active route along with all its route points (start, via points and destination). If you later decide that you need the same route again, you will have to rebuild it from scratch. Cydle will warn you before deleting route data.

This function has a special role if you have used the Avoid feature during your journey. When you arrive at your destination, the route line disappears on the map and navigation stops. The route is now practically deleted, but if you plan a new route, the roads, maneuvers and areas excluded from your route will also be avoided when planning the new route. Touch Delete to completely delete your previous route together with its Avoid restrictions.

NOTE: When a POI item is used as a route

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waypoint, deleting the route will not delete the POI item itself, just its role in the route.
Itinerary
This function opens the itinerary (route event list) of the active route. The Itinerary has three different display modes and two functions.

Display Modes
Display modes are different only in the number of events displayed in the list. List items are always shown with all information available including pictograms of the needed action and distance of the event from the previous list item.

The Itinerary is live and constantly updated when navigating a route. The list item coming next in navigation is the highlighted one until you highlight another one by tapping. After that, the highlight remains on the item you have selected.

• Detailed Instructions: this is the list displayed when Itinerary is opened. It is the list of events in full detail. All significant junctions are shown in the list, even ones to be passed.
• Instructions: by tapping the Mode button once you will see the list of events that need your attention, i.e. the list of maneuvers during the route. These are the events shown in the Turn preview field and announced by the voice instructions.
• Route summary: tapping the Mode button again will show an overview of the route that contains only the significant roads and intersections.

Show
Touch this button to see the highlighted list item on the map. This will help you identify route events in the list.

Avoid
Touch this button to show a list of possibilities for modifying the route. They let you recalculate the route avoiding the highlighted event and sometimes also some of the subsequent ones.

• Maneuver: this option avoids the highlighted action. For example if you find a turn too difficult during rush hour traffic, Cydle will recalculate the route excluding that turn. If the next street is important in the route, it is likely that Cydle will replace the turn with several easier ones to get to the same street.
• Road: when you exclude a road, Cydle will calculate a route that does not use that road. It is useful when you anticipate a traffic jam in a street used in your route, or a roadblock is announced on the radio, and you find that road in your Itinerary.
• Distances: you can also find some distance buttons in this list. They are similar to the ones in the Bypass list of the Recalculate menu, but these can also be used for distant parts of the route.
NOTE: You need not open Itinerary if you run into a roadblock or traffic jam. To get an immediate alternative route use the Bypass function of Recalculate.
NOTE: When you use this feature, Cydle will keep on excluding the same part of the map from later routes until you manually delete the route, or restart Cydle.

Fly Over
This feature has no navigation function, it merely provides a quick view of the route. It will present a simulation of the route showing what you will see later when navigating.

Lifelike Simulation
Touch the fly over button.
In this mode the simulation is run at normal speed (using the speed limit of the streets and roads in the route), and voice instructions are also played.
This mode is mainly useful for demonstrating Cydle, or to learn the way it works before your start your first journey.
Touch anywhere on the screen to stop the simulation.

Edit

Touch Edit to see the list of all points used in the route. The first item in the list is the departure point of the route without a valid GPS position, the last reached via point if you open the list during navigation, or the point where Cydle most recently recalculated the route. This means the list is permanently updated, and via points drop out during the journey. The last item in the list is your final destination.

Use the arrows on the right to browse through the list and touch any line to highlight it. You can perform the following operations:

• Add: you can add a new route point (or a new final destination if the highlighted item is the last one in the list) after the selected point. The Find menu opens automatically to let you search for an address, POI, coordinates, one of your favourite destinations, or select a point from the History list. As soon as you select any of these, Cydle returns to the Edit screen and your selection appears right under the highlighted line.

• Delete: you can delete the selected point from the list. If the highlighted item is the last one in the list, the previous via point will be promoted to be the final destination.

• Optimise: you can optimise the order in which you will drive through the via points, if there is no specific order you would like to keep. When tapping this button, Cydle reorders the list instantly to save you time and fuel. Optimisation is for via points only. Your starting point and destination remain in their positions, of course.

• Up and Down: using these buttons you can re-order the list by moving the highlighted item up or down in the list.

Info

This button opens the Route Information screen described here:. This screen shows information about the current route and has a few additional options to check and

modify your active route.

Main button

The Main button at the bottom right corner leads to the Main menu screen.

SETTINGS

Cydle provides several settings in order to let you customise the functions of the program. The Settings screen can be accessed directly from the Main menu screen.

General Settings

These are the basic settings of Cydle.

Safety Mode

Safety mode will disable the touch-screen above 10 km/h (6 mph) to keep your attention on the road.

You are still able to use the hardware buttons, but you cannot set a new destination or change the settings.

When you disable Safety Mode, Cydle will warn you.

Set Favorite Destinations

You can select two of your most frequent destinations to be your favourites. You can start navigating to either of them by only two taps on the screen. The original names of these points are Home and Work.

You can rename them and specify their locations. To determine the location you can use the same Find menu options as for a route destination, and depending on that choice and the information available, the location will be shown here as a street address, a latitude/longitude position, or

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both.

NOTE: If you touch either of your favorite destinations in the Find menu before defining it, Cydle will offer to take you to this screen to set it up.

Automatic Night Colors

Using the automatic night mode, Cydle will change between the daylight and night colour schemes a few minutes before sunrise and a few minutes after sunset based on the time and location information provided by your GPS. Once you set a permanent color scheme in the Quick menu, this automatic mode turns off. If you need Cydle to switch between colors for you again, you need to re-enable this feature.

Warn When Speeding

Maps may contain information about the speed limits of the road segments. Cydle is able to warn you if you exceed the current limit. This information may not be available for your region (ask your local dealer) or may not be fully correct for all roads in the map. This setting lets you decide whether you want to receive the warnings or not.

If you turn on this switch, Cydle will open a new screen to let you customise the parameters used by the speed warning.

You can set two different kinds of behaviour for the warning: one is applied up to a certain speed limit and the other one is used above that.

Speeding Tolerance

Cydle will warn you when you exceed the speed limit by the amount specified here. Select whether you want to specify the tolerance as a Fixed value (offset to the speed limit) or as a Percentage.

The slider will change depending on which mode you have chosen.

Both positive and negative values can be given in either offset or percentage mode.

Alternative Speed Limit

If the speed limit of the current road segment equals or is above this limit, the speed warning will use the alternative tolerance instead of the previous one.

Move the slider to its rightmost position to turn off the alternative speed warning. Then the settings of the upper slider will determine the warning for all roads.

Alternative Speeding Tolerance

If the speed limit of the current road reaches the value set at Alternative speed limit, this setting will replace the basic one set at the top of this screen. The slider and the selector work exactly as the basic ones described here.

To better understand how this feature works, here is an example. If you use the settings +10 km/h – 100 km/h – +5%, Cydle will warn you when driving at the following speeds:

Speed limit	Warning at
40 km/h	50 km/h (=40 km/h + 10 km/h)
60 km/h	70 km/h (=60 km/h + 10 km/h)
90 km/h	100 km/h (=90 km/h + 10 km/h)
100 km/h	105 km/h (=100 km/h + 5%)
120 km/h	126 km/h (=120 km/h + 5%)
160 km/h	168 km/h (=160 km/h + 5%)

Route Recalculation

Once a route is planned, this setting will tell Cydle what to do when you deviate from that route.

Automatic

The route will be recalculated automatically a few seconds after you go astray.

Ask First

Cydle can also ask your preference each time you leave the planned route. The route will not be recalculated until you make your choice from the menu that automatically appears.

Your options are:

• Recalculate: Cydle will recalculate the route with the previous settings. The result is the same as if Automatic recalculation was selected.

• Drop Next Via Point / Delete Route: Cydle will remove the next via point from the list and recalculate the route without it. If you have only one target left, the label of the button will be Delete Route, and it will end navigation.

• Bypass: If you have deviated from the original route because of a traffic jam or roadworks, you can instruct Cydle to avoid the original route for a specified distance.

• Cancel: You can exit without recalculating the route. Navigation stops and will be activated again when you find your way back to the original route.

Disabled
If you stick to the original route, and you wish to get back to it on your own, you can disable recalculation. This way guidance will stop until you return to the recommended route on your own.

MAP SETTINGS

You can set a few parameters determining the appearance of the maps in Cydle.

Daylight / Night Color Profile
Cydle comes with different color schemes for both daylight and night use. There is always one selected daytime scheme and one selected night-time scheme. Cydle uses these when switching from day to night and back.
Touch the appropriate button and select a new scheme from the list.

Cockpit / Map Mode Map Details
The less detailed the map, the faster Cydle can draw and move it. You will find that Cydle has a very fast graphic engine that is capable of moving even detailed maps at high speed. Yet you may experience that the performance of the software can be enhanced by decreasing the amount of detail on the map.
This setting has three values: More detailed, Normal, Less Detailed (fast). They influence when Cydle hides and shows certain map features while zooming in or out. Setting a higher detail level will result in objects appearing sooner when zooming in.
Although the map visualisation of Cydle is basically the same in Map and Cockpit modes, you can set a different map detail for each one, so the map is better suited for the purposes of that screen.

Alternative Road Names
Some highways have an international name or number for foreign travellers. You can decide whether to show only the local name or both.

Show Street Labels
You can set whether or not to see the names of the streets and the POI icons on the map when driving. Based on the current zoom and tilt levels, street names are displayed either aligned with the street or on signposts stuck into the streets. If you switch these signs on, it will be easier to recognise your location on the map, if you turn them off, it will be easier to see the road geometry.
NOTE: You can only disable street names and POI icons if Cydle follows your position. As soon as you move the map and Lock-to-Position is disabled, street names and icons become visible again. Touch Lock to re-enable Lock-to-Position and have the labels and icons disappear again.

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Textured Polygons
Enable textured polygons, and have rivers, lakes, forests and other large objects displayed in a more realistic and attractive way on the map.
Disabling it will lead to uniform areas but better performance for old VRVD640G devices with a slow processor.

SOUND SETTINGS

Settings on this page determine the way Cydle sounds.

Master Sound Volume/Switch
The loudness of Cydle is independent of the VRVD640G Radio and DVD volume. When you run Cydle, the position of this fader determines the device volume level. When you exit the program, the device settings return.
The left part of this control works as a mute button. Touch to mute all Cydle sounds.
This works in tandem with the Mute button on the map screens. Switching one of them will change the status of the other.

Voice Guidance Volume/Switch
The switch on the left can turn on or mute Cydle's audible guidance. When turned on, the slider on the right will adjust the loudness of voice prompts. In its leftmost position the voice guidance is suppressed, in its rightmost position the master volume applies.

Key Sound Volume/Switch
The switch on the left can turn the key sounds on or off. Key sounds are audible

confirmations of either pressing hardware buttons or tapping the touch screen. When key sounds are turned on, the slider on the right will adjust their loudness. In its leftmost position the key sounds are suppressed, in its rightmost position they are played at the master volume level.
NOTE: The sound effects of Cydle are context sensitive. They will be different if, for example you open or close a window, or you enable or disable a setting. They will even let you know if you have entered enough letters of a street name to have a short list of matching streets on the screen.

Dynamic Volume
When driving at high speed, the noise in the car may be too loud to clearly understand the voice guidance messages and to perceive the key sounds. Using Dynamic Volume you can instruct Cydle to increase the volume when your speed exceeds a certain minimum, and reach its highest volume (determined by the Master volume slider in Sound settings) at the given maximum speed.
Touch the Dynamic Volume button to turn on the feature. This will also open the screen where you can set the minimum and maximum speeds.

Attention Tone
If this is set to Disabled, the voice guidance will sound without a preceding attention tone. Setting it to Single Tone will initiate a single attention tone before the instructions, while Double Tone will use a double tone.
NOTE: The Mute function accessible from the map screens overrides the settings on this screen. When Cydle is muted, all sounds disappear. These settings will not be changed; only the output will be muted temporarily.

ROUTE PARAMETER SETTINGS

This is a very important page. Settings here determine how routes will be calculated. This screen is directly accessible from the Route Information screen.

Method
Use the handle to set the speed of the route calculation. In the leftmost position the route may not be optimal but the calculation will be very fast. Sliding it to the right will result in more accurate routing in an increased amount of time.
NOTE: Since Cydle calculates routes very quickly, the position of this slide is only used for long routes. Short routes are always calculated to give you the optimal result independent of the slider.

Route
Here you can choose from three different route types.

Short
Choosing Short will result in a route that has the smallest total distance of all possible routes between the given points. This is usually preferred by pedestrians, cyclists or slow vehicles.

Fast
Choosing Fast will result in the quickest possible route, given that you can travel at or near the speed limits on all included roads. This is usually preferred for fast and normal cars.

Economical
This setting is a wise combination of the previous two. Although basically going for the fastest solution, if there is another route taking a bit more time but a lot less distance compared to the fastest one, Cydle will choose this one instead to save fuel.

Vehicle
You can set the type of the vehicle that you will use to navigate the route. Based upon this setting, some of the road types will be excluded from the route (e.g. motorways for pedestrians), or some of the restrictions may not be taken into account (e.g. emergency vehicles have no restrictions).
Furthermore, when Bus or Lorry (truck) is chosen, the program assumes that high speeds cannot be achieved, and this information is taken into account when calculating the route, the estimated time enroute (ETE), and the estimated time of arrival (ETA).
 Available values:
• Car
• Taxi
• Bus
• Lorry(truck)
• Emergency
• Bicycle
• Pedestrian

Road Types to Include/Exclude
To let the route fit your needs you can also set which road types are to be considered for or to be excluded from the route if possible.
When a road type is selected, its lamp is green, if not, it turns red and is crossed-out.
NOTE: Excluding a route is a preference. It does not necessarily mean total prohibition. If your destination can only be accessed using some of the excluded road types, Cydle will use them but only as much as necessary. In this case a warning icon will be shown on the Route Information screen, and the road not matching your preference will be displayed in alternate color on the map.

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Unpaved Roads
Unpaved roads are excluded by default, as they can be in a bad condition and you usually cannot reach the speed limit on them.

Motorways
When driving a slow car or towing another vehicle, you may prefer not to take motorways.

Ferries
The accessibility of temporary ferries is not necessarily included in the map data. Furthermore you may need to pay fare, so you may consider disabling them from the preset enabled status.

U-Turns
Although displayed amongst road types, this is a type of action. Most drivers prefer to replace them with a few normal left and/or right turns in the next few junctions, so it is disabled by default.
Turning back on dual carriageways is not considered as a u-turn.
NOTE: If you are not totally against u-turns, leave them on here, and add a certain penalty (equivalent extra distance to travel) in Advanced settings Route options.
NOTE: Via points are handled as stopovers with regards to u-turns. It means disabling u-turns on this page will avoid u-turns during the entire route if possible, but when reaching a via point, the following part of the route may be planned starting in the opposite direction.

Permit Needed
To use some roads or enter some areas you may need special permit or permission from the owners. These roads are excluded from your routes by default. Use this switch if your vehicle is authorised to enter.

Toll Roads
Toll roads are included in your routes by default. If you wish to travel more to avoid paying a toll, disabling them will make Cy-

dle plan the best toll-free route for you.
NOTE: You have a few more ways to influence routing and route recalculation in Advanced settings Route options.

LANGUAGE & UNITS

Here you can set the languages, measurement units, and date and time formats used by Cydle.

Program Language
This button displays the current written language of the program. By tapping the button you can select from a list of available languages. Cydle will have to be restarted if you change this setting. Cydle will ask for confirmation before it restarts.

Voice Language
This button shows the current language of the voice guidance. By tapping the button you can select from a list of available languages and speakers. Touch any of these to hear a sample voice prompt. Just touch OK when you have selected the new spoken language.

Units
You can set the distance units to be used by the program. Cydle may not support all of the listed units in some voice guidance languages. If you select a measurement unit that is not supported by the chosen voice guidance language, you will see a red warning message under the selector.

Set Date & Time Format
You can set the date and time format dis-

played by Cydle. Various international formats are available.You can also set the time zone you are currently in.

ADVANCED SETTINGS

These screens let you set a large number of different advanced settings and initiate some special functions. These settings and functions are divided into groups.

Touch on any button to set the corresponding parameters. They all open new windows where you can make your desired changes.

DISPLAY OPTIONS

These settings determine how Cydle displays different content elements or how it presents the screens.

2D in Map mode (and North-up orientation)
The normal use of the Map mode is to browse the map and look for different places on it. It is usually done in a top down view having north towards the top of the map. By default Cydle uses the same look for the map in both Map and Cockpit modes. Use

this switch to instruct Cydle to always open the Map mode in 2D with North-up orientation for map browsing purposes.
NOTE: You will still have the possibility to rotate and tilt the map, but the map will return to 2D mode whenever Map mode is started.

3D in Cockpit mode (and Track-up Orientation)
The normal use of the Cockpit mode is cruising or navigating, when the road lying in front of the driver is the most important part of the map. It is usually done in a 3D view with the current direction towards the top of the map. By default Cydle uses the same look of the map in both Map and Cockpit modes.
Use this switch to instruct Cydle to always open the Cockpit mode in 3D with Track-up orientation (automatic map rotation) for driving purposes.
NOTE: You will still have the possibility to switch the map to 2D view or north-up orientation, but the map will return to 3D mode with map rotation whenever Cockpit mode is started.

Zoom In After Find
When this switch is turned off, Cydle will center the map to the location selected in Find but will not change the zoom level. If you turn this switch on, Cydle will also zoom in to the selected point.
The zoom level in this case depends on the type of object you have searched for. For example in the case of a city search, the zoom level will show you the whole city or at least a significant part of it around its center. Selecting a POI, a junction or an exact address will give you a closer look with only a few streets on the display.

Coordinate Display Format
Positions are sometimes displayed with their addresses, and sometimes with their coordinates. This setting lets you choose between displaying coordinates in degrees (dd.dddddd); degrees and minutes (dd

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mm.mmm); or degrees, minutes and seconds (dd mm ss.s).

NOTE: the coordinate display mode is independent from the coordinate input in Find menu. You can use all three formats freely on the coordinate input screen.

Cockpit Screen Layout

Their content is fixed in Cruise mode (when there is no active route), but for Navigation mode you can change their content on this screen. The available values are listed here:

BACKLIGHT SETTINGS

Here you can set how the display backlight behaves when using Cydle. These settings are independent of the settings of the other applications.

Backlight Always On

You can choose to have the lights always on.

Brightness

You can set the backlight level separately for both daylight and night modes, thus enhancing the effect of the night color scheme. The values are between 0 and 10, where zero means there is no backlight at all, and 10 represents the maximum backlight value.

SMART ZOOM SETTINGS

You can set how close Smart Zoom can zoom in when approaching the next turn (Zoom-in limit), and the maximum zoom level to zoom out when the next turn is further away (Zoom-out limit). The default values are set to be optimal in most cases.

Enable Overview Mode

You can configure how the Overview mode is triggered when the next turn is at a distance.

The Route event distance will determine when Cydle switches to the Overview or back to the Navigation view.

The Overview zoom level will determine the fixed zoom level of the map in both automatic and manually selected Overview modes. You can change the zoom level manually at any time (the Lock button will not be displayed), but when you enter the Overview mode again, the zoom level will be reset to this value.

You can also move the map in Overview mode. Then the Lock button will appear, and when pushed, it will move the map to have your current position in the middle again.

NOTE: when this automatic feature is disabled, you can still enable the Overview mode manually as described here.

Restore Lock-to-position And Smart Zoom

As described at the hardware buttons and the map screen functions, you can move, rotate, tilt and zoom the map during navigation. In these cases a Lock icon appears on the screen.

As already mentioned, you can move, tilt and zoom the map during navigation. In these cases a Lock icon appears on the screen.

When you tilt or zoom the map, that part of Smart Zoom is automatically deactivated, the map will still follow your position, but will not change the view parameter you have modified. You can return to the full Smart Zoom mode by tapping the Lock button.

If you move the map, all parts of Smart Zoom become deactivated, and the view freezes. Tapping the Lock button makes Cydle follow your position again (Lock-to-Position) and also re-enables Smart Zoom.

You can make Cydle push the Lock button for you automatically after a few seconds of inactivity.

Restore Lock-to-Position

Turn this switch on if you want Cydle to return to your current GPS position after you have moved the map during navigation. This is useful if you have moved the map accidentally, or if you have moved it to quickly check something near your route.

After a certain timeout set below, the Lock button disappears, and the map immediately jumps back to show your current position.

Restore Smart Zoom

Use this switch if you want Cydle to re-enable Smart Zoom after zooming or tilting the map during navigation. This is useful if you have changed the view accidentally, or

you modified it to quickly check something near your route.

After a certain timeout set below, the Lock button disappears, then Smart Zoom changes the view back for navigation. Unlike with Restore Lock-to-Position, the view changes smoothly.

NOTE: Smart Zoom can only be re-enabled when it is activated at the top of this page. With Smart Zoom turned off, neither does the Lock button appear, nor will the view return to its previous state if you zoom or tilt the map.

Delay Before Restoring

You can set the timeout for both Restore Lock-to-Position and Restore Smart Zoom here. Shorter delays are best if you tend to accidentally change the map display, but you may prefer a longer delay if you often look for things around your position while driving.

Remember to only look at the display if it is absolutely safe to do so.

NOTE: If you push the Lock button before the automatic Lock comes into effect, Smart Zoom and Lock-to-Position will be re-enabled instantly.

ROUTE OPTIONS

You can set the basic route parameters on the Route Parameters settings screen. On this screen you have some more ways to influence route planning and route recalculation.

Off-Route Sensitivity And Recalculation Delay
Depending on the quality of your GPS de-

vice, the GPS antenna location in the car and the environment you are driving in, route recalculation can behave differently. Cydle may think you have departed the proposed route and perform a recalculation even if you have not done so.

When the GPS reception is poor (e.g. driving in an urban environment with a low sensitivity GPS), occasional wandering (called position fluctuation) of the calculated GPS position is likely. Although Cydle employs a sophisticated Lock-on-Road system that will mostly suppress these position errors by aligning your position to the recommended route and the road network of the map, sometimes the errors are too large to correct.

To reduce the effect of large errors, you can increase the recalculation tolerance two ways.

Off-route Sensitivity

This is a range of relative values from 0 to 10, telling Cydle how far the GPS position should be from the recommended route before the program decides to recalculate. Lower values make Cydle insensitive to position errors; higher values will result in quicker reactions.

Recalculation Delay

This is a setting that helps suppress the effects of position fluctuation. With a few seconds delay in recalculation even large position jumps can be survived without a need for route recalculation.

U-Turn Penalty

You can fine-tune the way Cydle takes U-turns into account when planning a route. You can tell Cydle how much extra distance you would travel to avoid a U-turn.

NOTE: This value is taken into account only if U-turns are enabled in Route Parameters.

Cross-Border Planning

By default Cydle plans routes using the border crossing points. However, if you live near the border, you can disable border crossing with this switch to remain within one country.

Keep Position On Road (Lock-on-road)

Cydle is normally used for vehicle navigation, therefore Lock-on-Road will display the position arrow precisely over roads, seamlessly correcting small GPS errors. For pedestrian use you may consider disabling Lock-on-Road to make Cydle always show your exact position.

NOTE: By turning off Lock-on-Road you also turn off the GPS position error filtering. The position shown on the map will be subject to all position errors and position fluctuations.

USER DATA MANAGEMENT

Everything that was saved (pins, My POIs, Favourites, track logs etc.) or modified (Settings, History lists) since Cydle was installed is stored in a user database located in the internal memory of the PNA. Here you have options to save, restore or reset the database or parts of it.

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Backup Data

You can make a safe copy of the whole user database on a memory card.

Touch this button to copy all user data and settings on the memory card. The backup is always created with the same file name; so backing up data will always overwrite previous backups.

TIP: If you wish to keep more versions of the user database, or you wish to save one particular state (e.g. saved POIs and track logs of your holiday), look for the backup file on the SD card, rename it, or save it to your PC.

Restore Data

If you have accidentally deleted things, or you have created a number of temporary items and you do not wish to delete them one by one, you can touch this button to restore the state of Cydle to the latest backup.

By tapping this button you will lose all of the changes made since the time of the latest backup. Cydle will warn you about this before overwriting the current database with the backup.

Remove Pins

Normally Pins can be deleted one by one. Since they are shown at all zoom levels, and you may end up having too many of them, this button lets you delete all of them together. Cydle will warn you that you are about to lose all your Pins.

Clear Data

This button will delete all user data. It is a reset to factory settings. Tapping this button means you lose all your saved data and customised settings. Cydle will warn you about this.

Reset Advanced Settings

There are a multitude of Advanced settings in Cydle. Some changes may cause Cydle to behave in an unsatisfying manner. Touch this button to restore the default setting-

FIND & GO (Main Menu)

Find & GO in the Main menu is the fastest way to find your destination and start navigating. Touching Find & Go will put you on the Find screen, and as soon as you pick a destination, Cydle will immediately show the Cockpit screen and start navigation. This means that if you choose one of your Favorite destinations, you only need two taps to start navigating.

Selection By Tapping The Map

It is also very easy to set your destination using the map. Just browse to your desired destination on the map, touch it, and the Cursor menu with the possible actions will then open automatically.

NOTE: When appearing automatically, the Cursor menu remains open for a few seconds only. If you decide not to choose any of the actions listed, the menu closes automatically. When you open it manually, it will remain until you close it or switch to another screen.

TIP: If you want the selected point shown in the center of the map, close and reopen the menu or wait until it closes and open it again. By opening the Cursor menu manually, the map will be moved to have the selected location in the center.

USING THE FIND MENU

The Find menu is accessible by the Find & GO button at the Main menu or by the Menu buttons of the map screens. The Find menu gives you various possibilities for selecting a location.

Find An Address, Street, Intersection Or City
Searching for a city, a street, an intersection, or an exact address can all be done in the Find Address menu. If you know at least a part of the address, this is the quickest way to find the location.
There are five levels (Country, State, City, Street and Address). The state level appears only in case of some countries (e.g. Australia, USA). The list of recent cities and states is the entry point of the menu. The green rectangles are the exits. You can complete your search by selecting the center of a city, the midpoint of a street, an intersection of two roads, or an exact address.
You enter the menu at the City Level. From this point you can go down a level to give the name of the street, then the house number or intersection, or up a level to change the city, state or country to search.

Selecting the City, State or Country to Search in.

The first screen of the address-search menu is the list of recently used cities (and states in Australia). The first line of the list is always the city you are in or closest to.
If the city you are looking for appear on the list, just touch it and you will immediately jump to the Street Name Input screen with the selected city name or zip code shown at the top of the screen. If the desired city is not displayed, use the arrows in the bottom right corner to see more of this list.
TIP: If during navigation you need to know the name of the city or the country you are currently in, then start Find/Address and read the first line of the list. This function leads to a reliable result only if GPS position is available, and you have not disabled Lock-to-Position by moving the map.

If you find that the list of recently used cities contains cities you will not visit in the near future, you can choose to empty the list by the Clear button in the bottom left corner.

Selecting A New City To Search In

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If you are looking for a city or town (or state) you cannot find on the list, touch the Other City button in the top right corner. This will take you to the city name or zip code input screen, where you can select the desired city by entering a few letters of its name or some digits of its zip code, then select from the list of results automatically given by the program if the matching items can be displayed on one page, or displayed on more pages if you touch Done after entering some letters.

NOTE: Zip codes may not be available for the selected country. In this case you need to enter the name of the city.

You can accomplish this by using an alphabetic input screen (either an ABC- or a QWERTY-type). You only need to enter the first few letters, as the program only searches among the cities that exist in the given state or country. If the name of the city is of more than one word, the searched pattern can be any or the combination of those. You can search for multiple partial words by inserting space characters in the pattern. For example Key West in Florida will be found if you enter 'Ke W' or even 'We K' (any word order will do).

You do not need to enter accents when searching for a destination. Type only the base letters (the letter most similar to the accented one) and Cydle will search for all their combinations in the database (e.g. for the Canadian town 'Déléage' you only need to type 'Deleage', and the rest is done by the program).

As you start typing, Cydle will calculate the number of cities matching your pattern(s). This number is shown at the right end of the input line. If all the matching city names can fit on one screen, the sound played when hitting the key will be different, and Cydle will show you all the results in a list. You can select the one you are looking for by tapping the appropriate list item.

NOTE: When more than 300 matching items (a list of more than 60 pages) exist for the entered pattern(s), Cydle stops searching, and displays '>300' at the right end of the input line. Enter more letters to narrow the list.

NOTE: When the name of the city contains a character that is not available on the keyboard (e.g. apostrophe or dash), Cydle considers it a space that splits the word. That is why you can search for 'Alleyn-Et-Cawood' with all the following search criteria: 'A E C', 'Et A', or 'Al Ca'.

TIP: If you have finished entering the street name and the matching names are still on more than one page, just touch Done, and select your desired city from the list. Turn the pages with the arrow buttons in the bottom right corner.

TIP: In case you are looking for a city name that has more than one word, you can reduce the list of matches faster if you enter a few letters from each word.

NOTE: If any of the cities listed has named suburbs or numbered districts that also appear separately in the map, a Show districts button will appear in the bottom left corner. Touch this button to list the suburbs together with the main cities. Now the button turns to Hide districts, and tapping it will return to the original, shorter result list. Once you have selected the city, you can continue by entering the street name.

Changing the State (Australia, USA, etc.)
Some of the maps contain state information. If the city you are looking for is in a different state, touch Other City then Change State from the list of recently used cities, then select the appropriate state. Should you wish to search for an address in the whole country, just touch "All states" at the beginning of the list.

When the state is selected, you need to select a city by entering a part of its name or zip code, then selecting from the list of available matching items as described before.

NOTE: In Australia you can skip this part by tapping Done before entering any let-

Navigation System

ters. This way you can search for a street name in the whole state. In other countries this step is compulsory. If you press Done before entering any letters, the list of cities will appear in alphabetical order.

Changing The Country
If your destination is in another country, touch the Change Country button in the top right corner of the state selection screen (Australia, USA, etc.), or the city selection screen, and select the country from the list.

Selecting A Street Or The Center Of The City
Once the city (or state in Australia) is selected, you can continue by specifying the street you are looking for.

Selecting The Center Of The City
If you wish to navigate to the city displayed in the top center of the screen, just touch Done before entering any letters. The search result will be the center point of the city (where its name is displayed on the map).
NOTE: This point is not the geometrical center but an arbitrarily selected point chosen by the creators of the map, usually the most important intersection in case of a small town or village, and for larger cities an important intersection in the city center.

Selecting A Street
If you are looking for an address or an intersection within the selected city (shown at the top of the page), you need to first enter the street name you are looking for.
TIP: If you are looking for an intersection, choose the street that has a rare or unusual name first. This way you need to enter fewer letters to get the list of results. You may also choose the shorter of the two streets first. This way it will be faster to choose the second one from the list of crossing streets after the first street has been selected.

TIP: You can search for both the type and the name of a road. If you have the same name appear as Street, Avenue, Boulevard, Road, Place and Court, you can get the result faster by giving the first letter of this, too. For example searching for 'Pi A' will result in Pine Avenue skipping all Pine Streets and Pine Roads.
TIP: Should the name of the street be a prefix for several other street names, just enter the whole name, press Done, and the exact match will be the first in the list. This way you can easily find even very short street names.
As soon as you select a street, you are automatically taken to the House Number Input screen.

Selecting A House Number Or The Midpoint Of The Street
Once the country, the city and the street name are selected, you are asked to give the house number using the numeric keypad. The range of available house numbers for the chosen street is shown in the input field before you begin entering the figures.

Enter the number, touch Done, and Cydle will show you the selected location on the map (or will start navigating immediately if you have selected Find & GO at the Main menu).
NOTE: House numbers may not be available on the map of your region. Ask your local dealer for details.
TIP: If you do not know the house number, just press Done, and the midpoint of the street will be used as the selected location.

How To Select An Intersection Instead Of A House Number
If you do not know the house number or it is easier to pinpoint the location with an intersection, press the Find intersection button in the top right corner and select the desired street name from the list of available intersections of the previously selected street (displayed in the top center of the

screen). The crossing of the two streets will be the selected point.

An Example For A Full Address Search
This is an example for the most complex address search, finding an address from abroad. In this example your current position is not in France, and you are looking for an address in Paris, France, the address '17 rue d'Uzès'. The following steps shall be taken after entering the Find Address section:
• Touch France in the list.
• Now select the city in France. Enter 'Paris' using the virtual keyboard.
• As several cities have Paris in their name, the list of cities is not shown automatically. Touch Done to get the list of cities containing 'Paris'.
• The first city in the list is Paris, as it is the exact match. Touch it.
• Now you need to enter the name of the street.
• You need not enter accents, the apostrophe, and you can enter more of the words in any order separated by spaces. Enter 'R D Uz', 'D Uz', 'Uz', and 'rue d'Uzès' automatically appears; or enter 'R D U', 'U R D', 'Ru U', and touch Done to get the list of matching street names.
• Either way you get the list, touch 'rue d'Uzès' to select the street.
• Now you see the numeric keypad, where you need to enter '17' and touch Done to finish the process: '17 rue d'Uzès, Paris, France' is selected.

Find in History
If you have used Find before, or saved map points as POIs, marked points with a pin, or picked and used points of the map before, they all appear in the History list.
This list is ordered by the time the points were last used. The most recently used locations are always at the beginning of the list.
Just pick any of the recent locations as your destination. Here you have no possi-
bility to reorder the list or filter it by name, but the Next and Previous buttons let you browse through the complete list to find your preferred point.
TIP: If you will need a location later but you do not want to save it as a POI, just mark it with a pin, and remember its color to find it easily in the History list.

Find Coordinates

Cydle also lets you enter your destination by map coordinates. The coordinates need to be in latitude/longitude format and, based on the WGS84 earth model (the one used by most GPS devices).
When you enter this page, the coordinates of the current GPS position (or the selected map point, the Cursor, if Lock-to-Position is inactive) are shown at the top of the display.
The coordinates are always shown in the format configured in Advanced settings-Display options, but you can enter the coordinates in any of the three formats. You can even enter the latitude and longitude in different formats.
Entering a latitude/longitude pair is easy. The left field contains the latitude. It starts with an 'N' (North) or 'S' (South) letter. This tells Cydle whether the point is in the Northern or the Southern hemisphere.
Enter numbers for the latitude. Use the decimal point if the degrees, minutes or seconds are not integers. Use the / / button (the label depends on the current cursor position inside the latitude) to start entering minutes after degrees or seconds after minutes.

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When finished, touch the longitude on the right, and enter it as you did latitude. This time the hemisphere-changing button tells Cydle whether the point is located East or West from the meridian crossing Greenwich, UK.

Once you have entered both numbers, press Done to make the selection.

TIP: The quickest way to tell the coordinates of a point is to select it by tapping on the map or by using Find, and then come to this page and read the coordinates.

TIP: If you need to reformat coordinates to the format selected in Cydle, enter the coordinates in the format you have, press Done to show it in the map, then come back here to see the same location in the chosen coordinate display format.

Find a POI

You can select your destination from the thousands of POIs included with Cydle or

from the ones you have previously created. This screen helps you find the one you are looking for. POI items are categorised to let you locate them more easily. On this screen you can see the first page of the top level POI categories. There are three levels altogether.

The search will be carried out around a certain reference point. Always look at the current reference point shown in the green field above the POI category buttons and confirm that it matches what you want. To change the reference, touch the Change ref. button in the top right corner.

Once you touch the Change ref. button,

you are presented with these choices:
• Address: you can specify an address to be searched around, or a city to search in. The center of this city will be used as the reference point.
• History: the reference for the search can be selected from the History list.
• Coordinates: you can specify a latitude/longitude pair to be the center of the search.
• GPS Position: the search will be carried out around the current location given by the GPS if it is available. If no GPS position is available, the last known GPS position (grey arrow on the map) will be used.
• Cursor: the search will be carried out around the previously selected map point.
• Destination: the search will be carried out around the destination of your current route.

The current selection is always shown in the green field at the top of the page.

NOTE: The default reference point for POI search is the current GPS position, if it is available, or the Cursor, when there is no reliable GPS position.

Once you have set the reference point, you have the following options on the Find POI screen:
• Find in POI subgroups: highlight one of the POI groups by tapping or using the direction buttons, then press Enter or touch it again to see the list of subgroups. Using the same action you can move deeper into subgroups.
• Search by name among the POIs of that level: tapping the Search button will bring up a text input screen to let you narrow the list of POIs. If you touch Search in the list of subgroups, you will only search in the group you are already in.
• See all POIs of the current group in a list: tapping the All button opens the list of all points in the group or subgroup you are already in. Use the Next and Previous buttons to browse through the list.

Search results are listed by their distance

from the given reference point (nearest first).

NOTE: In the case of POI items that you have created, you can also see the results in alphabetical order. Push the button with the label ABC that appears between Search and the page number.

Tapping OK will return to the map with the selected POI in the center (or starts navigating to it if Find & GO was selected). Tapping the arrow in the top left corner returns to the search results.

TIP: If you want to find the nearest POIs, or if you are close to one of them but do not know exactly where it is or what its name is, touch the All button on the very first screen of POI search, and get a list of the nearest POIs. Use the Next button in the bottom right corner to turn the page if you cannot see the desired place on the first page of the list.

Find one of the Favorites (Home/Work)

If you have already set up your favorite destinations in General settings, you can

select either of them by simply tapping the button with the name on it.

Using the Find & GO function at the Main menu it is only two taps to start navigating to one of your Favorites.

NOTE: If you try to access a favorite destination that you have not yet set up, Cydle will lead you to the setup page.

Frequently Asked Questions

Q. I cannot find the blue(yellow when using night colors) arrow that would show my location. Navigation does not start.
A. Check the GPS status icon on the Main menu screen, any of the map screens or the GPS Data screen. Either the connection to your GPS receiver is broken, or the GPS cannot determine your position. Reconnect your GPS, or move out of cover to get a position fix.

Q. The GPS is connected, sending valid position data, yet I cannot see the blue(yellow when using night colors) arrow that would show my position.
A. You should see a large semi-transparent 'Lock' icon on the screen. Touch this to re-enable the Lock-to-Position feature that moves the map back to your actual location.

Q. The blue(yellow when using night colors) arrow shows my location, but I cannot see the route (green or red line), and no voice instructions are announced.
A. It is likely that you have no active route. Check the upper left corner of the Cockpit screen if you can see the indication for the next turn or not. If this field is blank, you have no route planned, so you need to create one first. It is a common mistake to find a destination, show it on the map, but forget to touch the 'Route To' button in the Cursor menu to create the route. Be sure to follow these steps, or always plan your routes with the 'Find & GO' button that will ensure your route is calculated automatically as soon as the destination has been selected.

Q. I cannot see the Lock button on the screen, yet the map is not rotated during driving.
Look for a small, red 'N' letter on the compass icon or an airplane icon instead of it. It is likely that you had initiated the North-up map orientation or the Overview mode unintentionally. Touch this icon to revert to Track-up mode with automatic map rotation.

Q. Creating a multi-point route I have tapped the 'Route To' button once for each destination but only the last one appears in the list, all previous points have disappeared.
The 'Route To' button is for starting a new route only. For a single route you touch this when the destination is selected. Multi-point routes can be created after you have established a single route. Add points to the single route by using the 'Add Via' and 'Continue' buttons. Applying 'Route To' again will delete the whole route. In your case only single routes existed before, so they were deleted without a warning message. If you already have a multi-point route, Cydle warns you before deleting the whole route.

Q. The speaker icon shows Cydle is not muted yet I hear no voice guidance.
The muting available from both map screens is just a quick silencer that cancels the sound output. Voice guidance and key sounds need to be enabled and volume must be set at the Sound Settings screen.

Q. I enabled the speed warning as soon as I bought the product but I have just been fined for speeding because Cydle failed to warn me.
For an accurate speed warning the actual speed limits of each street and road must be present correctly on the map. This is a relatively new feature of digital maps, so it may not be available in some countries, and its accuracy still has much room for improvement (ask your local dealer for the details in your region). This feature can help you in several cases but it cannot be considered as serious speed control. That is why it can be turned on and off separately from the reliable voice guidance.

Q. I would like to create a new POI dur-

ing navigation (Cockpit screen) but there is no Add POI button in the Cursor menu.
For driving safety reasons the Add POI function is only available on the Map screen. If you are the driver, save it as a POI later, when you reach your destination. If you are not driving, switch to Map mode, where the Add POI button is available.

Q. I would like to create a new POI but there are others near its location, and the new menu point (POI) opens the list of POI instead of creating a new one.
Look for the New button in the bottom left corner of the newly opened list. Using that button you can add your new POI as if it was opened from the Cursor menu.

GLOSSARY

2D/3D GPS Reception: The GPS receiver uses satellite signals to calculate its (your) position. Depending on the current positions of the ever moving satellites in the sky, and the objects in your environment, the signal that your GPS device receives may be weaker or stronger. Your GPS needs strong signal from at least four satellites to give a three dimensional position including elevation. If fewer satellites are available, it may still be possible to calculate the position but the accuracy will be lower and the GPS device will not calculate elevation. This is called 2D reception. Cydle shows the quality of reception on the Main menu, the GPS Data screen and both map screens. Note that 2D and 3D GPS receptions have nothing to do with the 2D and 3D display modes of the map. That is a way of representing the map on the screen independently from the GPS reception.

Accuracy: The difference between your real position and the one given by the GPS device is affected by several different factors. The GPS is capable of providing a guess of its current error based on the number of satellites it can receive a signal from, and their position in the sky. This information is shown in Cydle on the GPS Data screen. Use it as a general reference only. Note that several other factors affect the real accuracy, some of which the GPS is incapable of estimating (e.g. signal delay in the ionosphere, reflecting objects near the GPS device, etc.).

Active Route: A route is an itinerary planned to reach your chosen destinations. A route is active when it is used for navigation. Cydle has only one route at a time, and it is always active until you delete it, reach the final destination or exit Cydle. When there is more than one destination to reach, the route is cut into different legs (from one via point to another). Only one of these legs can be active at one particular time. The rest of them are unused and shown in a different color on the map.

Automatic Route Planning (Autorouting): You only need to set up your destination, and based on its map, the software will automatically figure out which roads you need to take, and the turns you need to make to get there. Cydle will let you select multiple destinations, and customise some important routing parameters.

Automatic Route Recalculation: If this function is enabled, Cydle recalculates your route if you deviate from it. When you miss a turn or avoid a roadblock, Cydle waits for a few seconds to be sure you do not follow the route any more (you can fine-tune it in Advanced settings), then recalculates the route based upon your new position and heading.

Automatic Day/Night Colors: Based on the time and position given by the GPS device, Cydle is able to calculate when the sun rises and sets at your current location

Glossary

on this particular day. Using that information Cydle can change between the day and the night color schemes a few minutes before sunrise and a few minutes after sunset. As additional information to help your orientation, the sun is shown in the sky when you display the map in 3D mode with a low viewing angle, and the sun is near the horizon.

Elevation: When the GPS receiver can see at least four GPS satellites, it can determine its current position in three dimensions. In this case the elevation is calculated together with the latitude/longitude position. Note that some older GPS units may provide incorrect elevation data because they use a simple ellipsoidal earth model rather than a database that contains local sea levels. You should also be aware that the elevation value is generally less accurate (by at least a factor of 2) than the horizontal position. See also 2D/3D GPS Reception.

ETA (Estimated Time of Arrival): A frequently used expression in navigation. It represents the time when you will reach your destination based upon calculations using the remaining part of the route and available information of the roads used. This estimation can only be used as a general reference. It will not be able to take into account your future speed or the traffic delays. In Cydle this value is shown as 'Estimated Arrival' on the Route Information screen.

ETE (Estimated Time Enroute): Another frequently used expression in navigation. It represents the time needed to reach your destination based upon calculations using the remaining part of the route and available information of the roads used. This estimation can be used only as a general reference. It will not be able to take into account your future speed or the traffic delays. In Cydle this value is shown as 'Time left' on the Route Information screen.

GPS: Abbreviation of Global Positioning System. This system is operated by the DoD (the Department of Defense of the Unites States Government). It consists of 24 satellites orbiting Earth, and several ground stations to keep the satellites in sync. To calculate your position, your GPS device uses the signals received from those GPS satellites that are currently visible at your location. You can use this service free of charge.

Lock-on-Road: This function of Cydle will always keep the blue(yellow when using night colors) arrow representing your actual position on the nearest road. This automatic feature is necessary as the position given by the GPS receiver is not perfectly accurate. Under normal circumstances Lock-on-Road will eliminate the occasional position error. If the corridor of error is too large, your position may be shown over a different street on the map. You can only avoid that by using good quality GPS equipment positioned so that it has a direct view to as large a portion of the sky as possible. Normally Lock-on-Road is always active in Cydle when GPS position is available. However for pedestrian use it can be permanently turned off in Advanced settings.

Lock-to-Position: When GPS position is available, Cydle will automatically keep moving the map to always have the blue (yellow at night) arrow, representing your actual position, on the screen. You can move the map to lose this position. Then the Lock button appears on the screen. Tapping it will re-enable Lock-to-Position.

Map Orientation: Cydle is able to rotate the map for your convenience. If you choose Track-up mode, the map will be rotated to look in the direction of your head-

ing. Selecting North-up, the map remains oriented to have North toward the top. Use the left and right hardware buttons to turn your map in the direction you wish. This will immediately turn off the automatic rotation. A small compass in the top right section of the map screens will always show the current direction of the map. Map orientation should not be mixed up with Screen orientation.

North-Up: A kind of map orientation having the map rotated to have North toward the top of the screen. See also Track-up and Map Orientation.

POI: Points Of Interest, exact map locations of important points saved in a database together with their name, category and subcategories (e.g. Service/Fuel/Autogas), address, phone and fax number, and other important information. Use the versatile search system in Cydle to find the appropriate POI near you, your destination or any other given location on the map. You can also have your favourite places saved as 'My POI' in Cydle.

Track Log: In Cydle you have the possibility to record your journeys using the position data your GPS provides in every second or every few seconds (depending on your GPS settings). When you start the recording, position data are saved in the database until you stop recording it. This set of sequential GPS positions is called track log. Each set of consecutive positions has a name (originally it is the time of recording but you can change it to any name you like) and a color in which it can be displayed on the map. Later you can replay the journey on the screen of Cydle as if it were happening again. This is good for demonstration purposes or for analysing your maneuvers during the trip.

Track-Up: A kind of map orientation when the map is rotated to look always in the di-

rection of your heading. See also North-up and Map Orientation.

Via Point: Routes in Cydle can have several (as many as you want) different destinations to reach in a specific order. All these points except the final destination are called via points, as the route goes 'via' (through) them. The destinations can be seen in the Route Information screen on the Route line, and each via point is announced by the voice instructions as you approach and when you reach it. Should your via point serve as a stopover, navigation continues automatically as you depart. Navigation will resume even if you turn off and on your PDA or restart Cydle.

Zoom In and Out: The Zoom function is used to change the scale of the map. Use Zoom In to scale down the map to see less of it but in more detail, and use Zoom Out to scale the map up to have a broader view of that part of the map with fewer details.

Specifications

GENERAL

Operation Voltage: .... DC 12V
Operation Voltage Range:... DC 11-16.0V
Maximum Operation Current :.. 15A
Grounding System: ....Car Battery Negative Pole
Installation Dimension : .... W178 x H50 xD(165+25) mm
Installation Angle:
Vertically: .... 0°~+30°
Horizontally: .... ±15°
Net Weight: 2Kg

FM RADIO

Signal Noise Ratio: .... 50 dB
Useable Sensitivity ....(S/N 30 dB): 15 dB
Frequency Response .... (± 3 dB): 40Hz~ 12.5Khz
Station Seeking Level : .... 20~30 dBuV
Distortion:... 0.5%
Stereo Separation (1 Khz): .... 26 dB
Antenna Impedance:... 75Ω

AM RADIO

Usable Sensitivity ....(S/N 20 dB): 35 dB

DVD PLAYER

Signal / Noise Ratio: .... 60 dB
Dynamic Range: .... 60 dB
Distortion (line out): 0.2%
Frequency Range (± 3 dB): .... 20Hz~ 20KHz
Maximum Output Power: 40Wx4
RMS Power: ....4 X 8 Watts @ 4 Ohms ≤ 1% THD+N
Loaded Impedance: 4Ω
Region Code: .... Free

AUX IN

Distortion: 0.5%
Frequency Response (± 3 dB): .... 20Hz~ 20KHz
Audio Input Level: .... 1 Vrms

Specifications

AUDIO

Audio Output Impedance: 600Ω
Audio Output Level: ....≥2.5Vrms
(under normal audio input level at maximum output
volume)

VIDEO

Normal Video Input Level: .... 0±0.2V (CVBS), 700Mv
Video Input Impedance: 75Ω
Video Output Impedance: 5Ω
Video Output Level: .... 1.0±0.2V (under normal video
input level)

TFT Monitor

Screen Diagonal: .... 4 inch
Usable Display Area: .... 154.1(W) x 87.0(H)
Resolution: .... 1440(W) x 234(H)
Brightness: 180cd/mm
(measure the center brightness after 30 minutes)
Environment
Operating Temperature: ....-20℃~+60℃
Storing Temperature: ....-30℃~+80℃
Operating Humidity:...45%~80%RH / 30%~90%RH

NOTE:
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improvements.

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NOTES

Limited Warranty

VIRTUAL REALITY VIDEO LABS® products are designed and manufactured to provide a high level of trouble-free performance. VIRTUAL REALITY VIDEO LABS® warrants, to the original purchaser, that its products are free from defects in material and workmanship for 30 days from the date of original purchase. As part of our commitment to product excellence, VIRTUAL REALITY VIDEO LABS® and/or its affiliates routinely improve the designs, materials or production methods of its existing products. Because it is impractical to publicize all changes in every product, we reserve the right to make such changes without notice.
CONDITIONS OF WARRANTY:
If during the 30 day warranty period your new product is found to be defective, VIRTUAL REALITY VIDEO LABS® will repair such defect, or replace the product, without charge for parts or labor subject to the following conditions:
1. All repairs must be performed by VIRTUAL REALITY VIDEO LABS® and/or its affiliates in Eatontown, New Jersey.
2. The equipment must not have been altered or been damaged through negligence, accident, or improper operation.
3. The replacement of parts are exempted from this warranty when replacement is necessary due to normal wear and tear.
4. All warranty claims must be accompanied by a copy of the sales receipt or bill of sale.
5. Repair or replacement parts supplied by VIRTUAL REALITY VIDEO LABS® under this warranty are protected only for the unexpired portion of the original warranty.
6. In the case of car stereos, this warranty does not extend to the elimination of car static or motor noise; correction of antenna problems; costs incurred for the removal or reinstallation of the product; damage to tapes, speakers, accessories or car electrical systems.
7. VIRTUAL REALITY VIDEO LABS® will not be responsible for any charge incurred for installation.
OWNER'S RESPONSIBILITIES:
VIRTUAL REALITY VIDEO LABS® will make every effort to provide warranty service within a reasonable period of time.
SHOULD YOU HAVE ANY QUESTIONS ABOUT SERVICE RECEIVED, OR IF YOU WOULD LIKE ASSISTANCE IN OBTAINING SERVICE, PLEASE CALL TOLL FREE 1-800-445-1797, 8:30am - 4:30pm EST.
In order to provide you with the proper warranty service, we request that you adhere to the following procedure:
1. Include a copy of your sales receipt or bill of sale with your unit when it is returned for warranty service.
2. If it is necessary to return your product for service, please return it securely packed, preferably in the original shipping carton, and freight and insurance prepaid to the following address: VIRTUAL REALITY VIDEO LABS, Service Department, 41 James Way, Eatontown, New Jersey 07724.
3. Please include a detailed explanation of the problem you are having.
4. If your product is found by VIRTUAL REALITY VIDEO LABS® to have a defect in material or workmanship, within the warranty period, it will be repaired or replaced at no charge and returned to you prepaid. Where permitted by law VIRTUAL REALITY VIDEO LABS® liability shall be limited to that set forth in this warranty. This warranty shall be the exclusive remedy of the purchaser.

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